

# Print Magic™

## Instruction Manual





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INTRODUCTION

**Print Magic™** provides you with everything you need to create personalized and extraordinary cards, certificates, flyers, stationery, and banners. And you'll be amazed at how easily you'll be able to design and produce each creation!

Design personalized birthday cards, holiday greetings, birth announcements, and party invitations. Print flyers to promote fund raisers, advertise car washes, lost pets, and seminars. Create banners to welcome home a friend, cheer on your favorite team, or broadcast a campaign slogan. With some imagination, the uses for Print Magic can be limitless!

Print Magic even provides you with pre-made cards and pages that you can use as they are or alter them to fit your specific needs!

Print Magic provides you with two disks. One disk contains the Print Magic Program with all the tools you need to create your flyers, cards, and banners.

Each page, card, or banner you create can be arranged and rearranged, quickly and easily, until it looks exactly the way you want it to look. You can move pieces of a flyer to another flyer or a card simply by using the cut and paste feature. Move graphics and text on a page, and add flair to your creations with the available paint brush and border patterns.

The second disk provides you with graphics and typefaces specially designed and created for use with the Print Magic program. You are not limited to the graphics on this disk, however. Print Magic also provides you with a toolbox that contains all the tools you need to create your own graphics. You can use the shapes provided, draw your graphics freehand, or alter existing graphics to create your own graphics files! Or, import graphics from the Graphics Scrapbook™ collection, Print Shop™, and Newsroom™ compatible graphics disks, or high resolution screens from popular graphics programs like Print Shop.

When you have produced a page or card save them on a disk for future use.

With a little practice, you'll be amazed not only with Print Magic, but with yourself and what you're able to do!

**Note:** The Print Magic program disk is not copy protected. We recommend that you save a copy of the program to use as your working copy and keep the original in your software library. (Refer to your Apple II® Utilities Guide.) This will ensure your program against loss in the event of accident during use of the program. We also recommend keeping a few formatted disks on hand for saving your creations.

Epyx, Inc. hereby authorizes you to make a back up copy of Print Magic for your personal use. This does not give you permission to make unlimited copies of the program. Print Magic is protected by the copyright laws that pertain to computer software. It is illegal to make copies of the program without written permission from the manufacturer. It is illegal to make a copy for another person.

HOW TO USE THIS GUIDE

This guide is divided into three parts:

“**GETTING STARTED**” explains how to load Print Magic. It also explains some basic things you'll need to know to use the program. Even if you don't read anything else, read this section.

“**QUICK TOUR**” leads you through Print Magic's most important functions. It contains an example you can follow to become familiar with the way Print Magic works. Take the Quick Tour if you want to learn the basics of the program fast.



“REFERENCE” explains all of Print Magic’s functions in detail. It’s divided into sections that match the items on the Main menu screen: the Apple, File, Print, Page Design, Card Design, and Banner Design menu options. When you want to have a thorough understanding of a function, look it up in the “Reference” section.

## GETTING STARTED

### Loading Print Magic

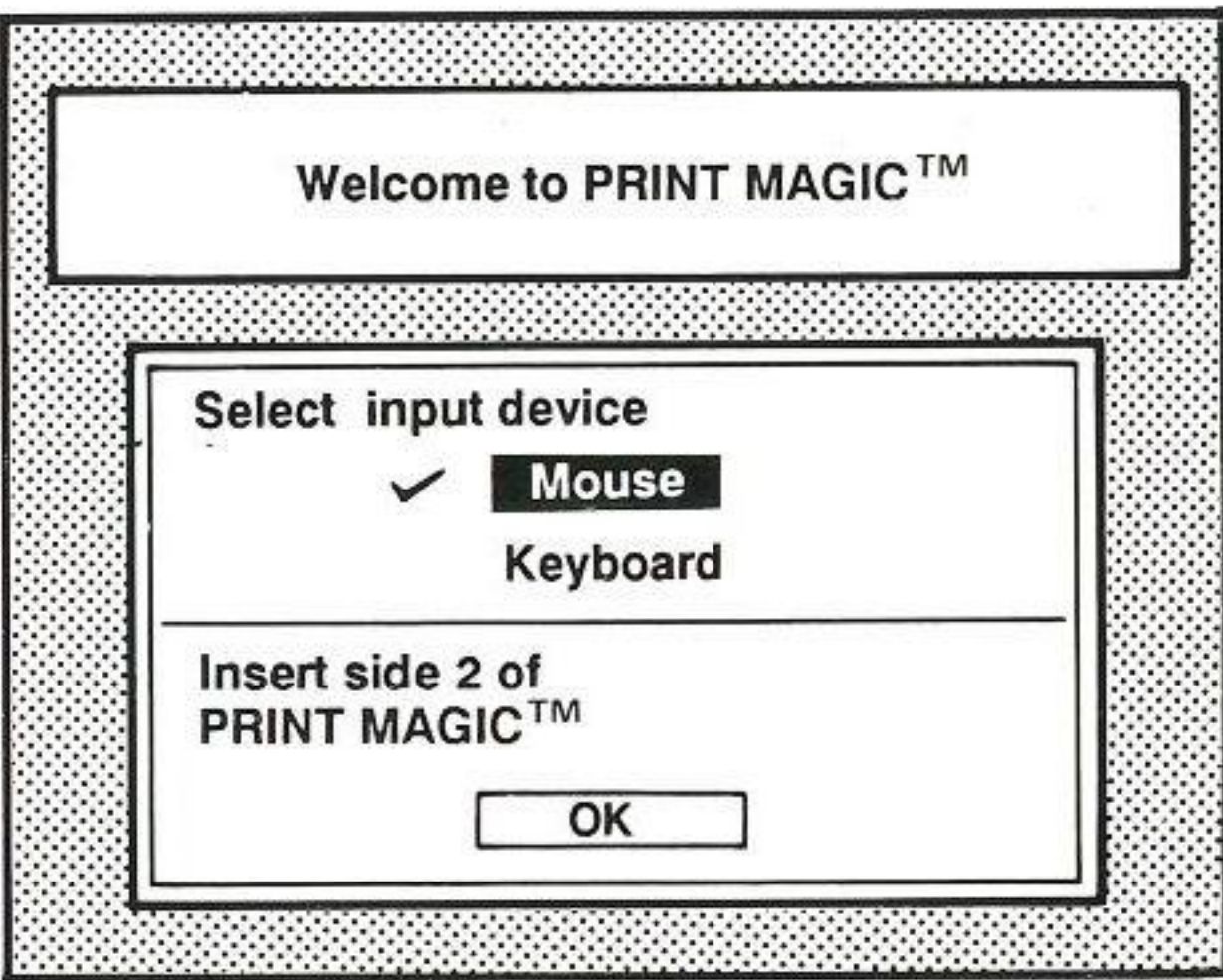
Follow these steps to load Print Magic:

1. If the computer is on, turn it off.
2. Put the **Print Magic** Program Disk in the disk drive label side up.

**Note:** Always load Print Magic from the program disk. Don’t copy it to a hard disk and try to load it from there.

3. Turn on the computer.

After a few seconds, a screen appears that asks you to select either the mouse or the keyboard as the input device. The screen looks like this:



4. If you’re going to use a mouse, press **RETURN**. If you’re going to use the keyboard, press the down arrow key to highlight Key board, then press **RETURN**.

The screen then asks you to insert side 2 of the Print Magic disk.

5. Take the Print Magic disk out of the drive, flip it over, and put it back in the drive.
6. Press **RETURN**.

After a few seconds, the mouse or the keyboard version of Print Magic is loaded and the Main menu appears.

### The Main Menu

The *Main menu* is divided into two parts. At the very top of the screen is a menu bar that contains three pull-down menus: the Apple menu, the File menu, and the Print menu. In the lower half of the screen, a menu lists Print Magic’s three design modules: Page Design, Card Design, and Banner Design.

Making selections from the Main menu is explained in “Using the Keyboard” and “Using the Mouse” (see pages 3 and 4).

### The Apple Menu

The *Apple menu* contains utilities that let you work with disk files, save and load screen images and Newsroom™ compatible graphics, and edit and create typefaces you can use with Print Magic. You also have an Accessories item on the Apple menu to be used for future products that will work with or enhance the current Print Magic program.

### The File Menu

The *File menu* lets you load, save, and erase pages and cards you’ve created with Print Magic. It also allows you to load in pre-made pages and cards to print as is or to use as a base for designing your own page or card.

Select the File menu to quit Print Magic when you’re finished using it.

### The Print Menu

The *Print menu* lets you set up Print Magic to work with your printer and interface and print.

### Page Design

The *Page Design* main menu option lets you design flyers, signs, certificates and stationery using graphics and text. Take an existing graphic and modify it. Or, create whatever you fancy through the use of a complete drawing toolbox. Page Design lets you arrange and rearrange the text and graphics on the page so that you can lay out the page exactly the way you want it.

### Card Design

*Card Design* has the same features as Page Design, but it’s set up so that you can use it to create greeting cards, invitations, notes, and so on. The page is divided into four parts — front, back, and the two inside pages of the card. When you print the card, the four parts are arranged automatically so that they appear right side up when you fold the card.

### Banner Design

Banner Design lets you create text banners in a variety of typefaces.

### Using the Keyboard

*Throughout this guide, select means highlight a menu item with the arrow keys and then press RETURN.*

- To select a Main menu option (like Page Design), use the up and down arrow keys to highlight it, then press **RETURN**.



- To display any of the pull-down menus on the Main menu bar (like File menu), press **TAB** or **ESC**, then use the left and right arrow keys. To select a pull-down menu option, use the up and down arrow keys to highlight it, then press **RETURN**.
- To close a menu or window and return to the previous menu, press **ESC**.
- To scroll a list up or down, hold down the **Open-Apple** key and press the up or down arrow key.
- To move the cursor around in the work area, use the arrow keys. For finer positioning, hold down the **Open-Apple** key while using the arrow keys.

## Using the Mouse

*Throughout this guide, select means point to a menu item with the mouse and then click the mouse button.*

- To select a Main menu option (like Card Design), point to it, then click the mouse button.
- To display any of the pull-down menus on the Main menu bar (like File menu), point to the menu you want to see, then hold down the mouse button. To select a pull-down menu option, move the arrow down the list until the item you want is highlighted; then release the mouse button.
- You can close a menu or window and return to the previous menu by clicking on the Close box (the small box in the left corner of the title bar), or by pressing **ESC**. (See Close box on page 6.)

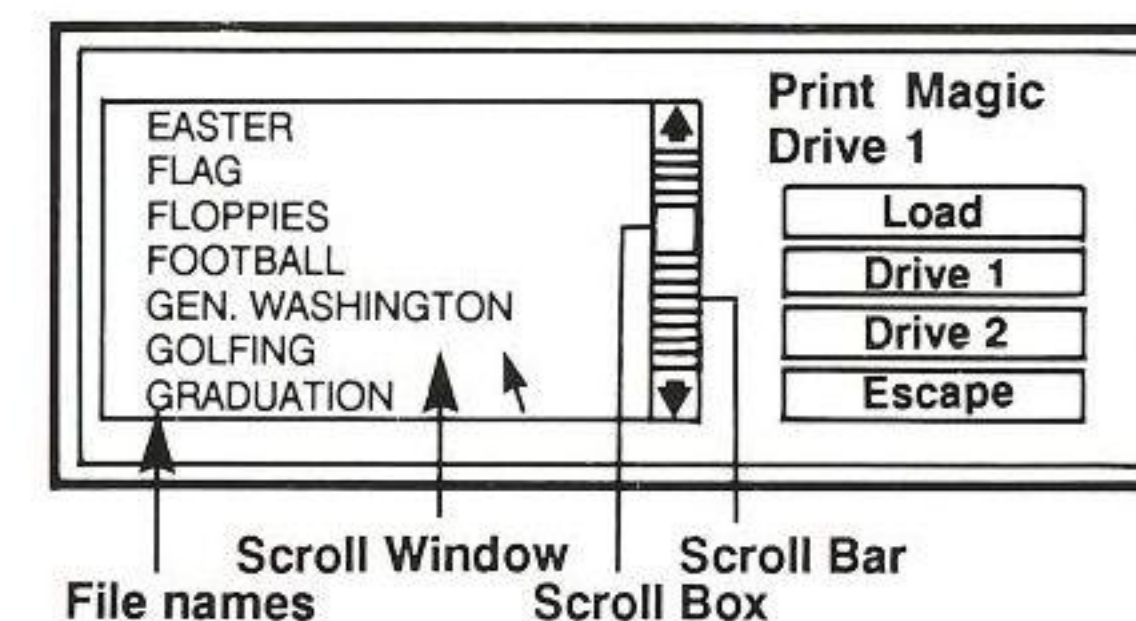
## Using the Scroll Bar

When items on a list are displayed in a scroll window, you can use the scroll bar to scroll through the list. This is what the scroll bar looks like:

- To scroll through a list, point to one of the arrows on the scroll bar, and hold down the mouse button until the item you want appears in the scroll window. Then release.

If the scroll bar includes a scroll box, you can point to the scroll box, hold down the mouse button, and move the scroll box up or down the scroll bar. Release the mouse button to display part of the list in the scroll window.

- To scroll through the list with the keyboard, hold down the **Open-Apple** key and use the up and down arrow keys until the item you want is highlighted.



## Common Functions

There are three functions that appear frequently throughout Print Magic: **define an area**, **save**, and **load**.

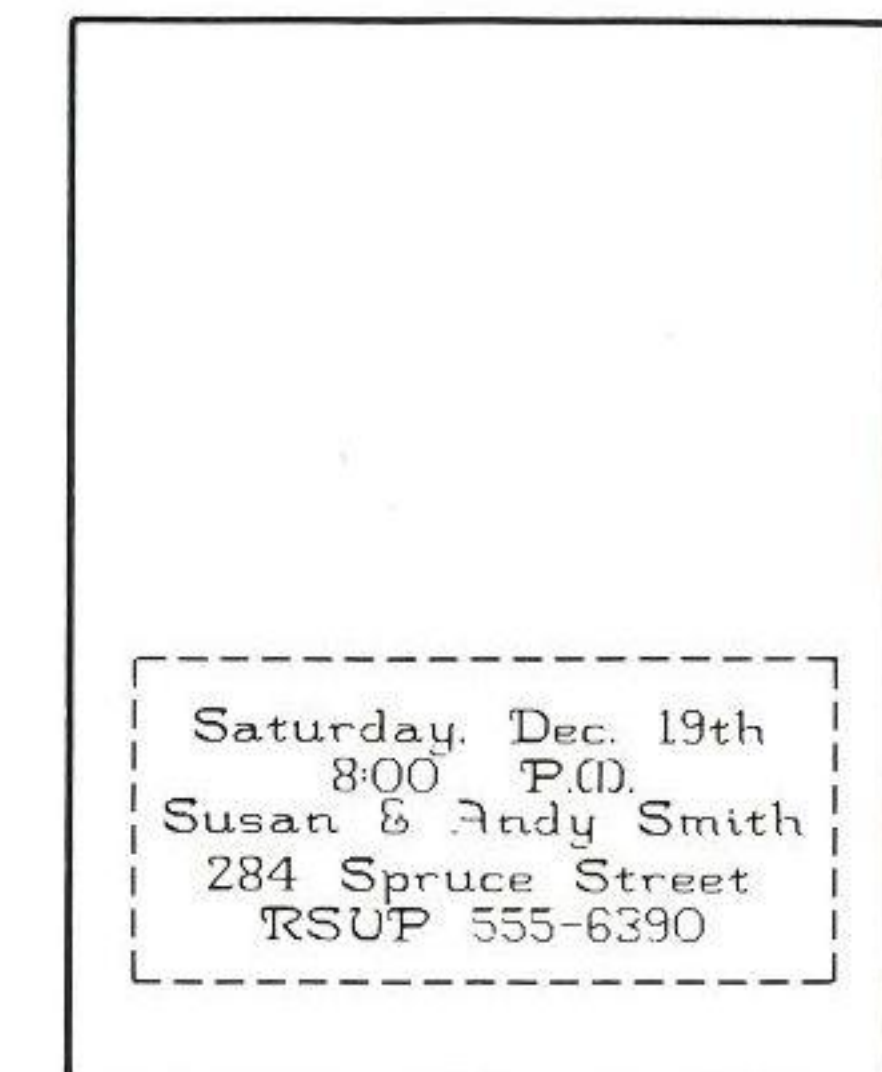
## Define an Area

**Define an area** means marking a part of a page with a dotted rectangle so you can make use of the area in some way. For example, you must define an area before drawing a border.

Select *Define area* from the dialog box. A cursor then appears on the page.

If you are using the keyboard, position the cursor on the page and press **RETURN** to anchor the upper left corner of a dotted rectangle. Next use the arrow keys to draw the dotted rectangle. Press **RETURN** again to anchor the lower right corner.

When you're finished, the screen looks something like this:

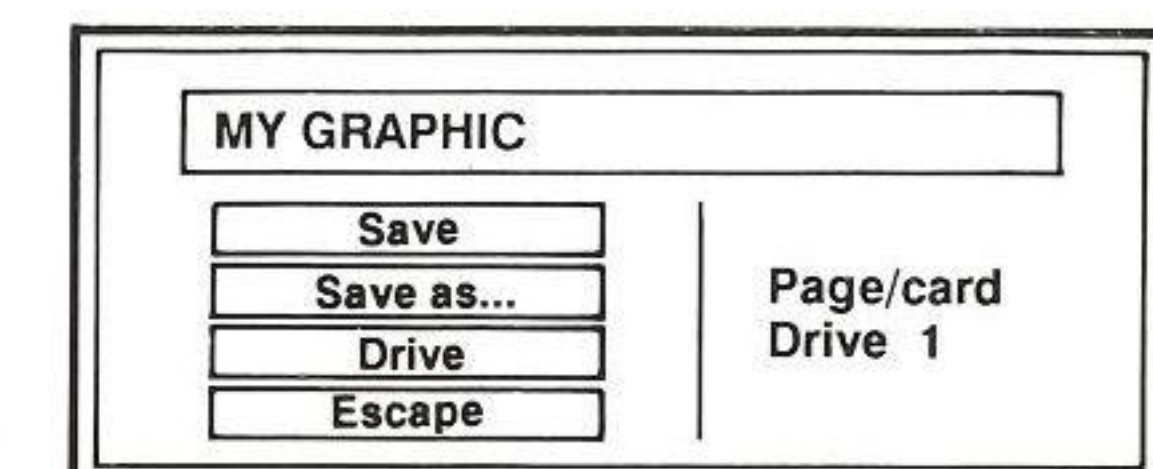


If you're using a mouse, position the cursor on the page. Press and hold the mouse button and drag the mouse down and to the right until the dotted rectangle encloses the area you want to mark. Then release the mouse button.

## Saving Your Work

It's a good idea to save your work often. Before you save a page or a card on a disk, it exists only in memory — and lasts there only as long as the computer is on. If you erase a page or card, load another page or card, quit Print Magic, or turn your computer off, you will lose all your work if it wasn't saved to disk.

To save your work, you need a formatted disk with enough space available to hold your page or card. Go to the Main menu and select *Save page/card* from the File menu. The *Save* dialog box appears. It looks like this:



If you have only one disk drive, replace the Print Magic Program Disk with the disk onto which you want to save your work. If you have two disk drives, you may place the disk you're saving to in drive 2. You are then given these choices:

**Save.** Select *Save* to save the page or card with the name that appears at the top of the dialog box.

**Save as.** Select *Save as* if the name that appears at the top of the dialog box isn't the one you want to use. Type the name you want to use, then press **RETURN**.

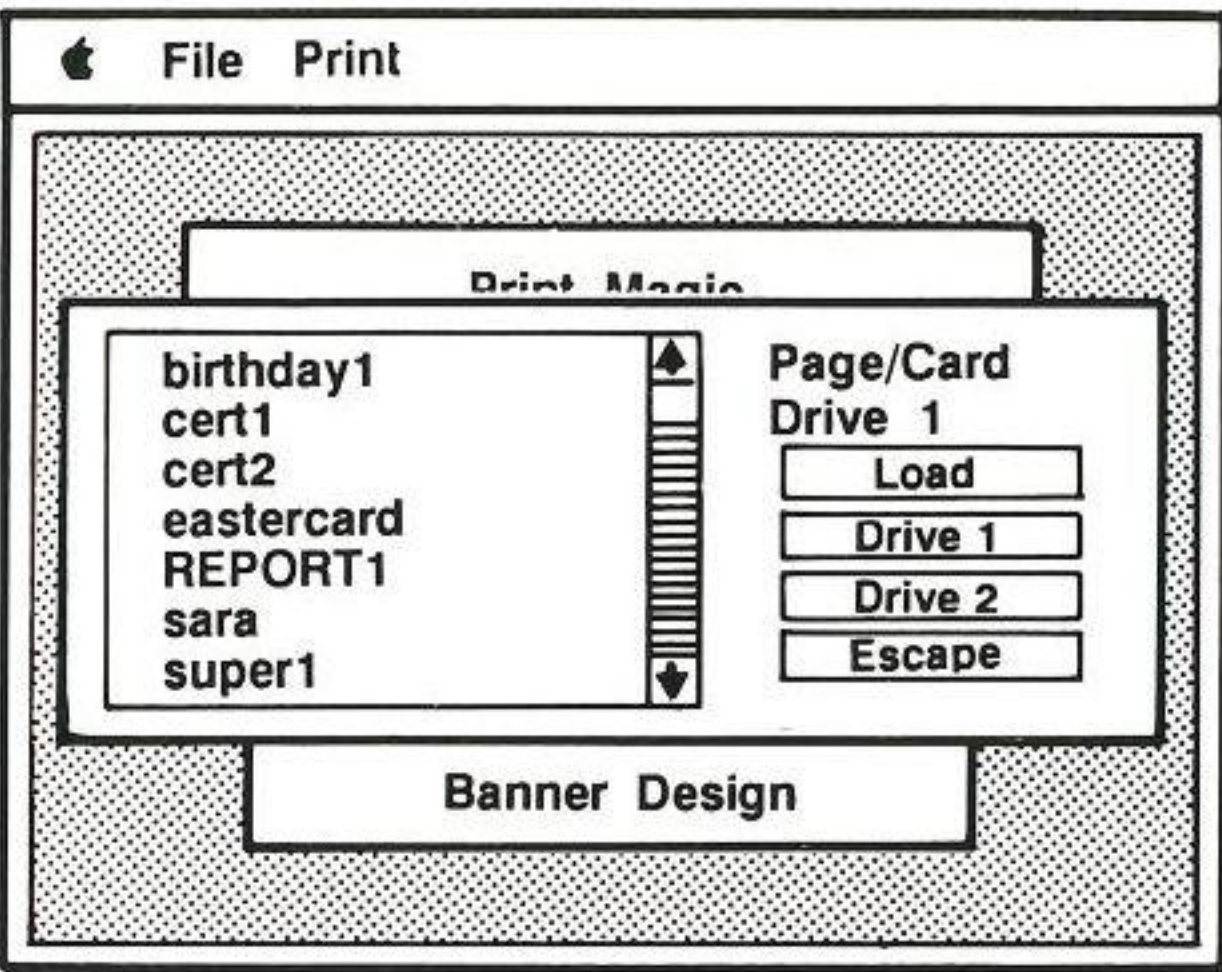
**Drive.** Select *Drive* to change the drive you'll use for saving your work.

**Escape.** Select *Escape* to return to the previous menu without saving.



Loading in Work

To load in a page or card, go to the main menu and select *Load page/card* from the File menu. The *Load* dialog box appears. It looks like this:



Place the disk with the page or card you want in drive 1 or 2. You now have the option to:

**Load.** Select the page or card you want from the scroll window, then select *Load* to load the page or card.

**Drive 1.** Select *Drive 1* to display the names of the pages and cards on the disk in Drive 1.

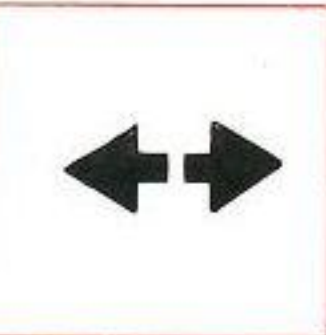
**Drive 2.** Select *Drive 2* to display the names of the pages and cards on the disk in Drive 2.

**Escape.** Select *Escape* to return to the previous menu without loading.

Cursor Shapes

When using Print Magic, you'll notice that the cursor changes shape. The most common shape will be the **arrow**. The shape may change depending on what screen you are working with, and it may change to several different shapes within a single screen. Depending on the screen you are in, the cursor may be a *paint bucket*, a *pencil*, *cross hairs*, or a *grabber hand*.

Icons

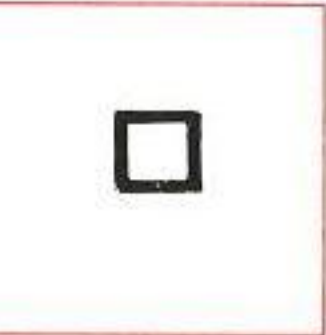


**Double-headed arrow.** Select the Double-headed arrow icon to move the page so that a different part of it appears in the work area.

- If you're using the keyboard, select the Double-headed arrow icon, then use the arrow keys to move the page. Press **ESC** to return to the menu.
- If you're using the mouse, select the double-arrow icon, and use the grabber hand to move the page (see below).

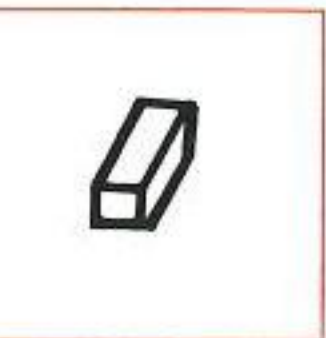


**Grabber.** Select the Double-headed arrow and the arrow changes into the grabber when you move the arrow into the work area. Position the grabber in the work area and hold down the mouse button. Moving the grabber then causes the page to move. Release the mouse button and the page will stop moving.



**Close Box.** Use the Close box (located in the upper left corner of the title bar on several screens) to close a screen and return to the previous menu.

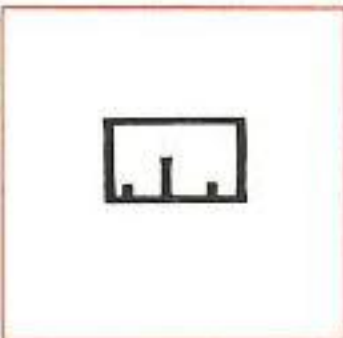
- If you are using the keyboard, press the **ESC** to return to a previous menu.
- If you are using a mouse, position the cursor on the Close box and click the mouse button.



**Eraser.** Select the Eraser icon to erase parts of the page in the work area. When selected, a check mark appears next to the eraser icon. (When using the keyboard, the word **ERASE** appears at the bottom of the screen.)

- If you're using the keyboard, move the eraser to the part of the page you want to erase and press **RETURN**. When you're done erasing, press **ESC**.

- If you're using a mouse, hold the mouse button down to erase everything you move the eraser over. When you're done erasing, select the Eraser icon again.



**Ruler.** Select the Ruler icon to display a ruler at the top of the work area. A ruler will appear at the top of the work area, but it won't appear on the page when you print it. Select the Ruler icon again to remove it from the top of the page.

**Undo.** Select Undo to reverse or erase the last change you made to the page. For example, if you draw a shape and select Undo, the shape will be erased. Select Undo again, and the shape will reappear.

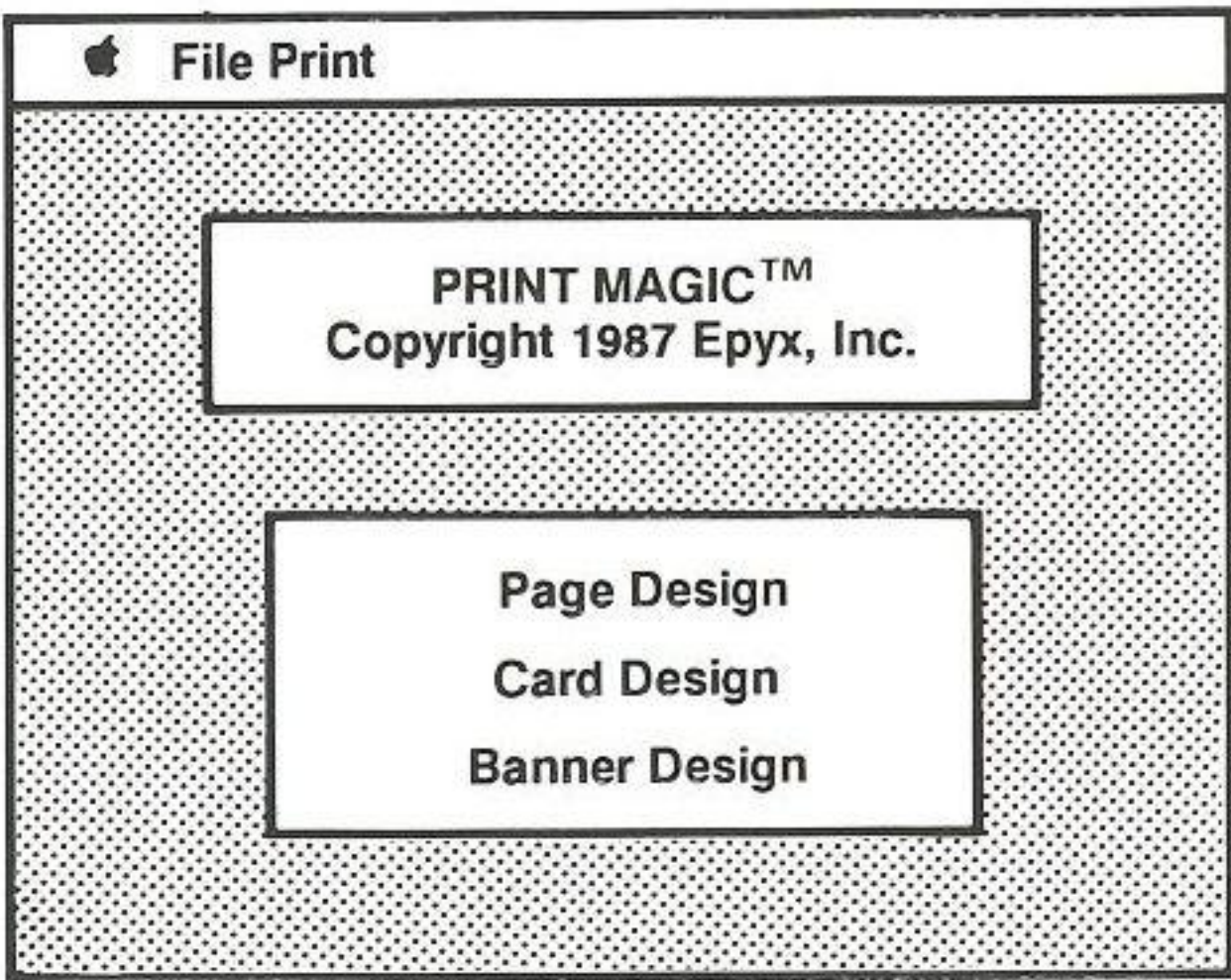
Clipboard

The clipboard is a temporary storage place for a single graphic or part of a page and is useful for moving graphics between pages and cards. Graphics can be put on the clipboard from Cut & Paste, SCREEN Utilities, or NEWSROOM. You can paste what's on the clipboard from Cut & Paste or load from the Graphic menu.

QUICK TOUR

Take a quick tour of Print Magic and create a flyer for a Christmas Party. In so doing, you will learn how to use Print Magic's most important features.

Start Print Magic if you haven't already done so by following the instructions on page 2. Your Main menu will look like this:

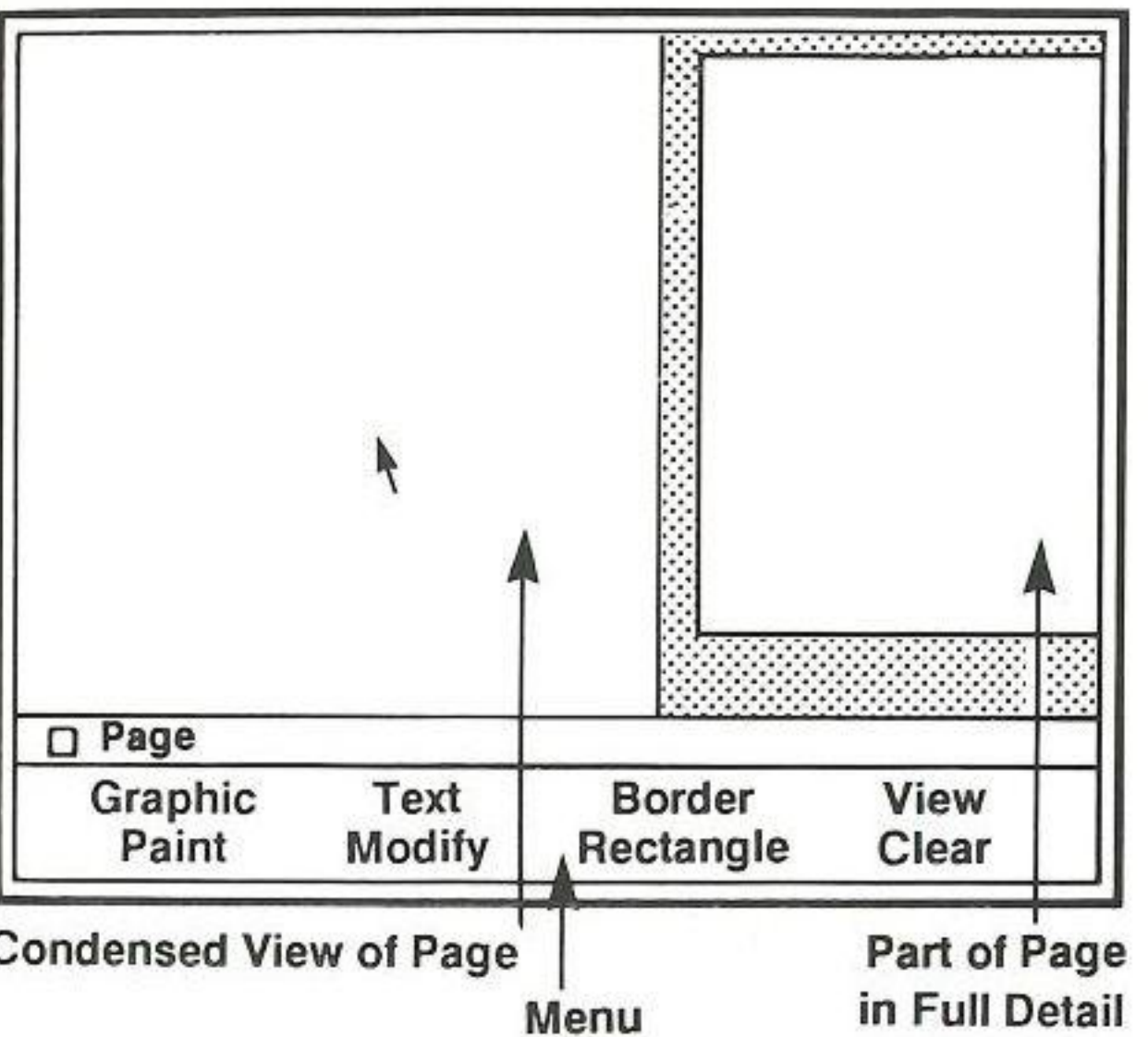


Using Page Design

Select Page Design from the Main menu. It looks like this:

The window on the left side of the screen shows you a reduced representation of what the entire page you're working on looks like. The window on the right shows you what a small part of the page looks like in full detail.

The menu at the bottom of the screen lets you place graphics, text and borders anywhere on a page, view the page in full detail, access a variety of paint and drawing tools, change and rearrange your work, and, if you need to, erase the page and start over. If you would like more information on these features, please refer to "PAGE DESIGN," starting on page 26.

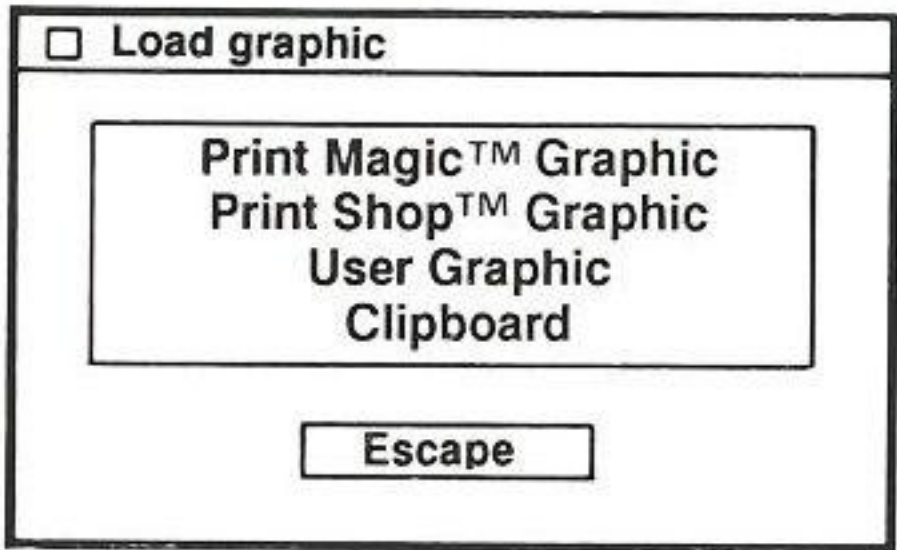




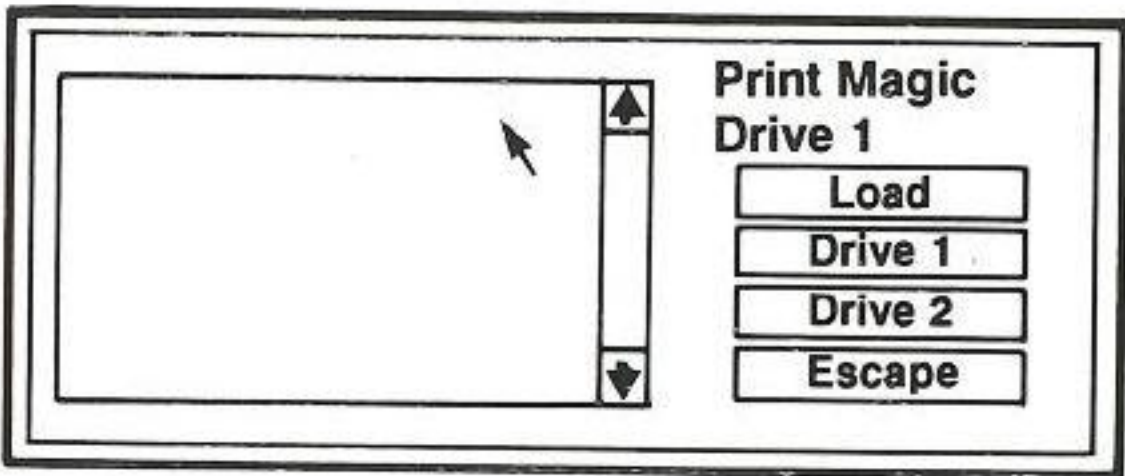
## Loading a Graphic

The first step in creating the Christmas Party flyer is to get a graphic from the Print Magic Graphics Disk and place it on the page. Here's how you do it:

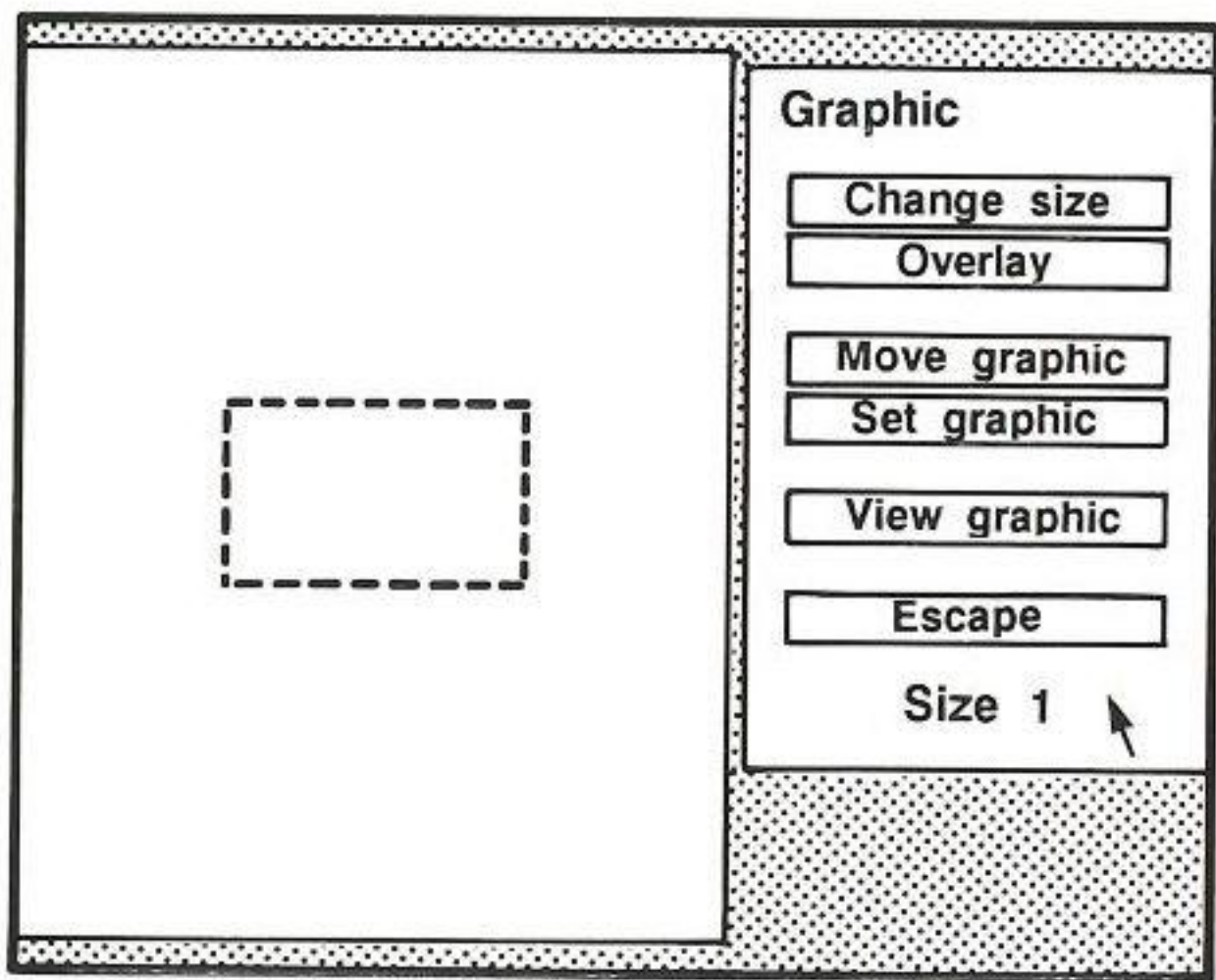
Select Graphic from the Page Design menu. The *Load graphic* dialog box appears. It looks like this:



There are four different kinds of graphics you can use with Print Magic: *Print Magic* graphics are graphics designed specifically for Print Magic. *Print Shop* graphics are graphics compatible with Print Shop, including the Graphics Scrapbooks. *User* graphics are graphics you create or modify using Print Magic. And the *Clipboard* contains a single graphic you've cut or copied from a page or card for later use.

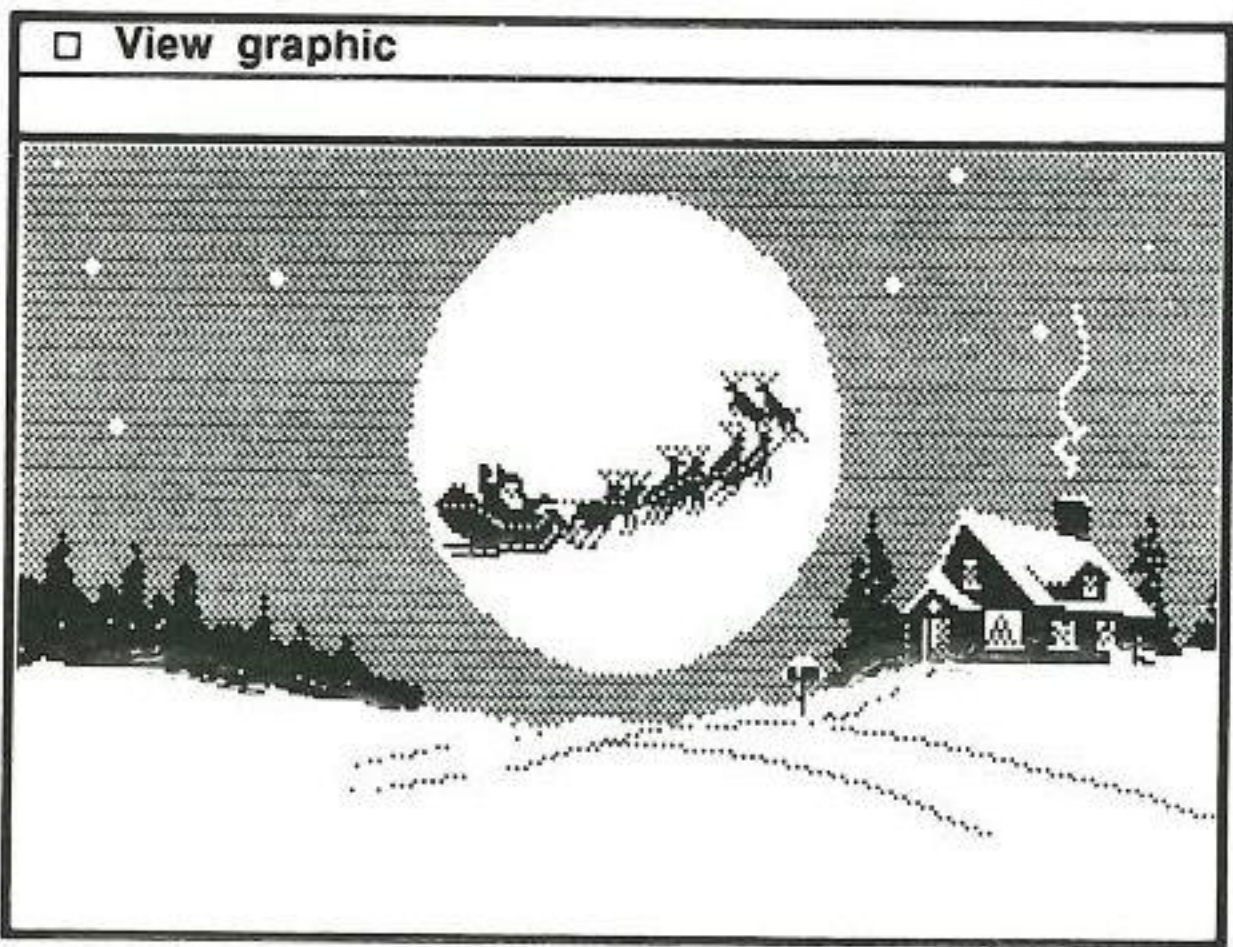


When you select Print Magic Graphic, the *Print Magic dialog box* appears. It looks like this:



Place side 1 of the Print Magic Graphics Disk in drive 1 and select Drive 1, or, if you have two disk drives, place the disk in drive 2 and select Drive 2. A list of names appears in the scroll window. Find the name CHRISTMAS EVE on the list and select it. Then select the Load button. A message box appears that tells you the graphic is loading. After a moment, the *Graphic* dialog box appears. It looks like this:

The dotted rectangle on the page shows the graphic's current size and its position on the page. It doesn't, however, show you the graphic itself until you select View graphic or Set graphic.



## Viewing a Graphic

To see the graphic before placing it onto the page, select View graphic. The View graphic window appears with "Santa and his sleigh" in it. This is what you should see:

Close the View graphic window by selecting the close box.

## Changing Graphic Size

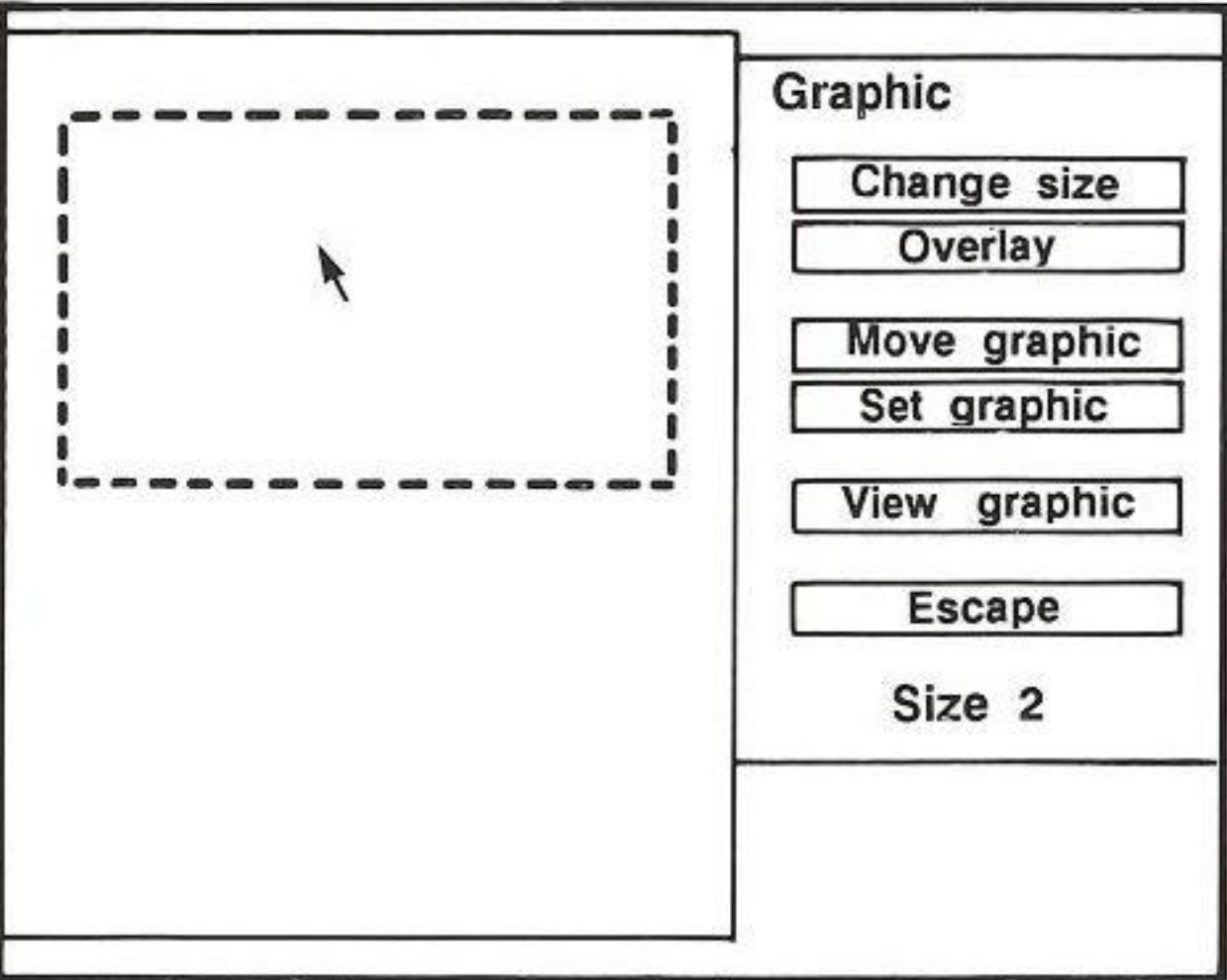
The size of the "Christmas" graphic — as represented by the dotted rectangle — is too small for the Christmas party flyer. Notice that its current size, Size 1, is displayed at the bottom of the *Graphic* dialog box. You can make it larger by using the *Change size* function.

Select *Change size*. The dotted rectangle instantly becomes much larger, and Size 1, at the bottom of the dialog box, changes to Size 2.

## Moving a Graphic

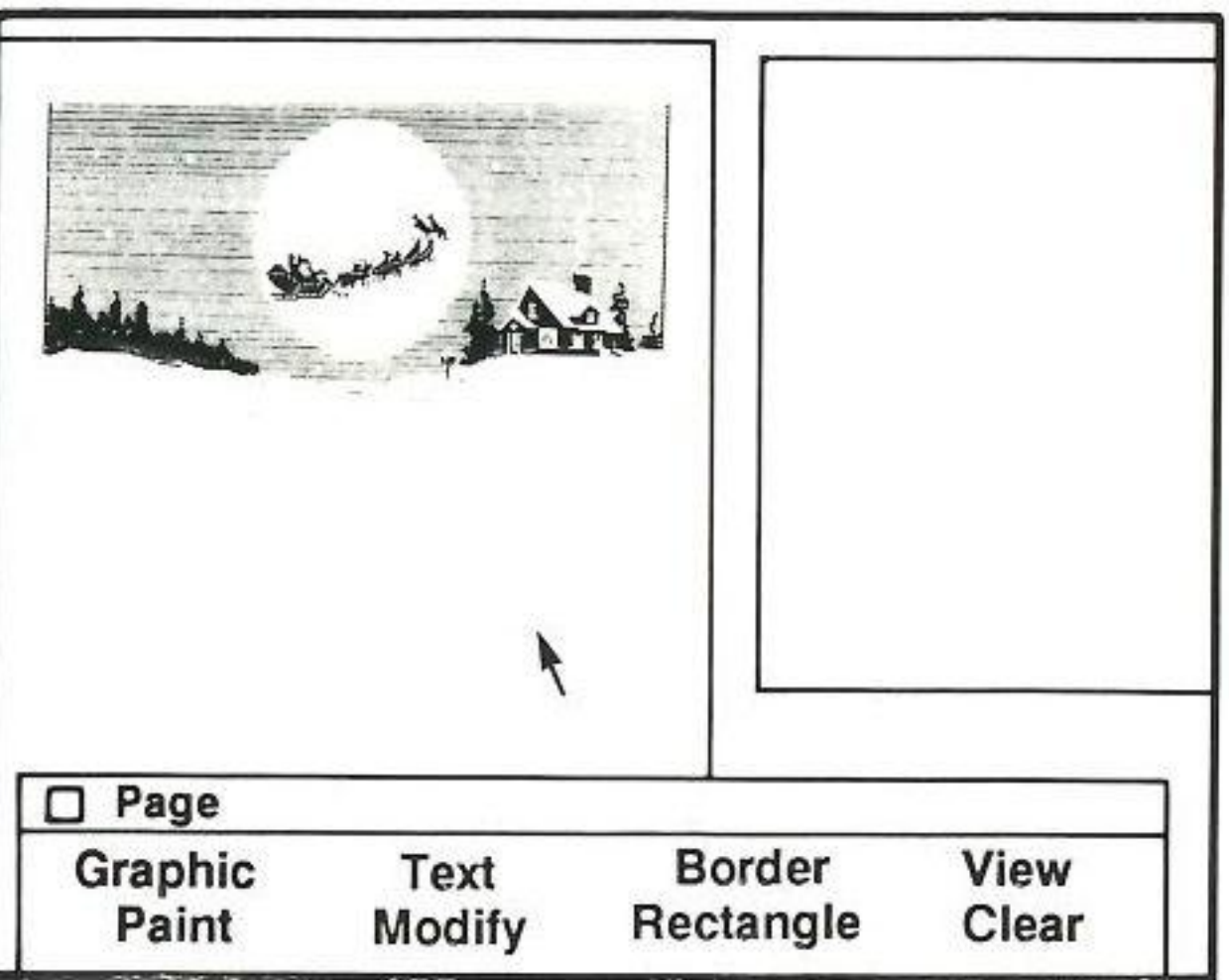
Even after you change the size of the graphic, it's still centered on the page. You can reposition the graphic with the *Move graphic* function.

Select *Move graphic*. The arrow appears inside the dotted rectangle. Move the dotted rectangle up to the top of the page and center. The page should look like this:



Select *Set graphic* (if you're using the keyboard, press ESC first) and a reduced version of the graphic will appear on the page.

Select *Escape* to return to the Page Design screen. The Page Design screen now looks like this:



## Viewing a Page in Detail

You can use the View function to see any part of the page in full detail. Here's how:

Select *View* from the Page Design menu. A View window appears on the right side of the screen, and a dotted rectangle appears on the page.

Move the dotted rectangle anywhere on the page, and the part of the page it encloses appears in full detail in the View window.

Close the View window to return to the Page Design screen.



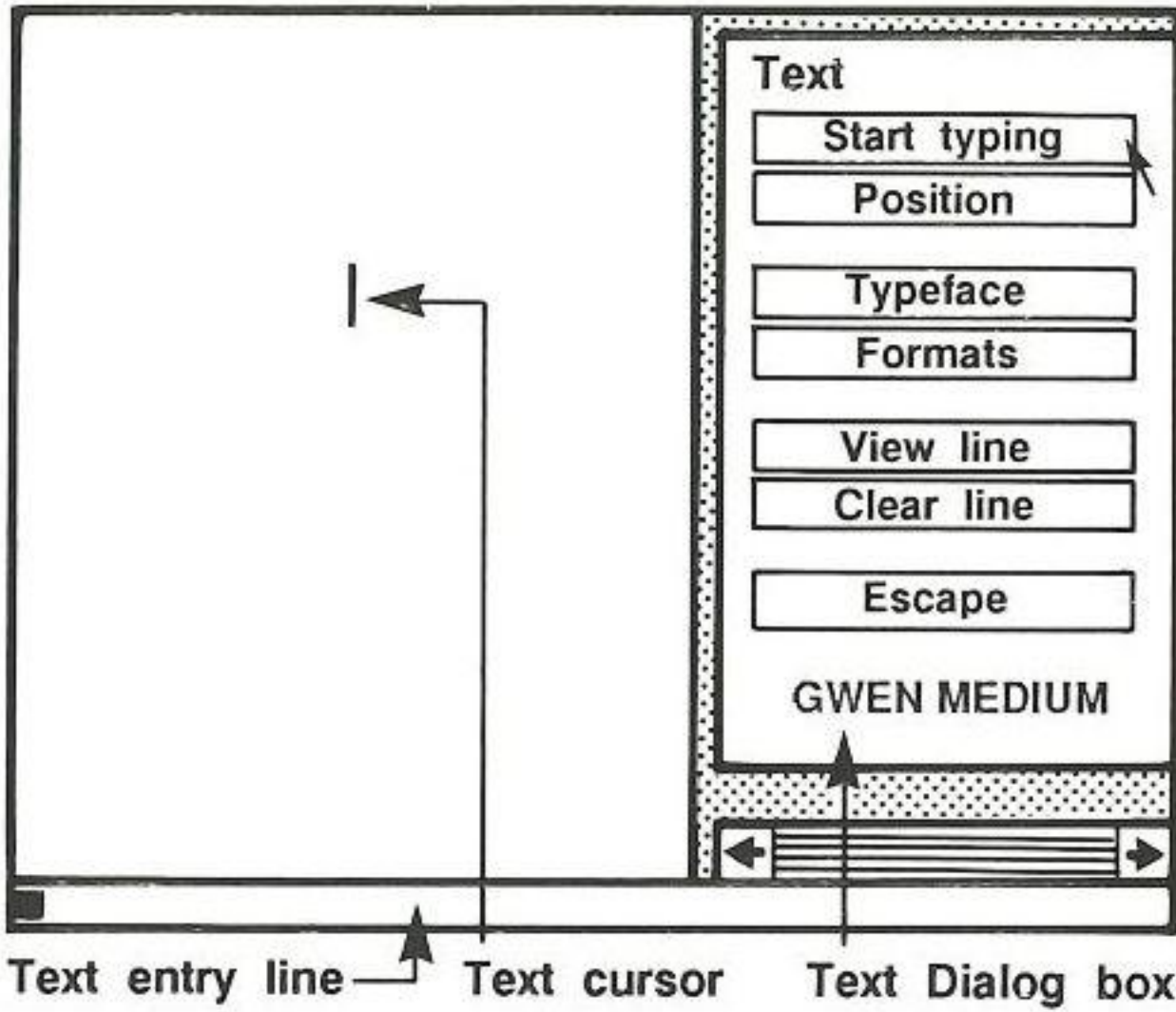
## Adding Text

Let's add text to the Christmas flyer.

Select *Text* from the Page menu. The screen changes to this:

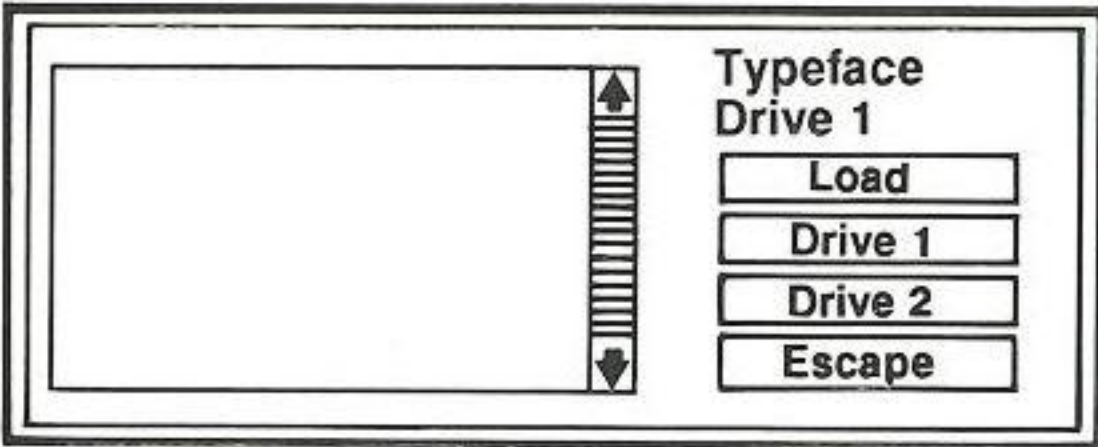
The Text dialog box appears on the right side of the screen, the text cursor appears on the page, and the text entry line appears at the bottom of the screen.

Before you add any text, let's choose a typeface.



## Choosing a Typeface

Select *Typeface*. The Typeface dialog box appears. It looks almost exactly like the Graphic dialog box:



Place side 2 of the Print Magic Graphics Disk in drive 1 and select Drive 1, or, if you have two disk drives, place the disk in drive 2 and select Drive 2. A list of names appears in the scroll window. Find the name ANNE LARGE on the list and select it. Then select the Load button. A message appears that tells you the typeface is loading. After a moment, the Text screen reappears. Notice that the name of the typeface you've chosen appears at the bottom of the Text dialog box.

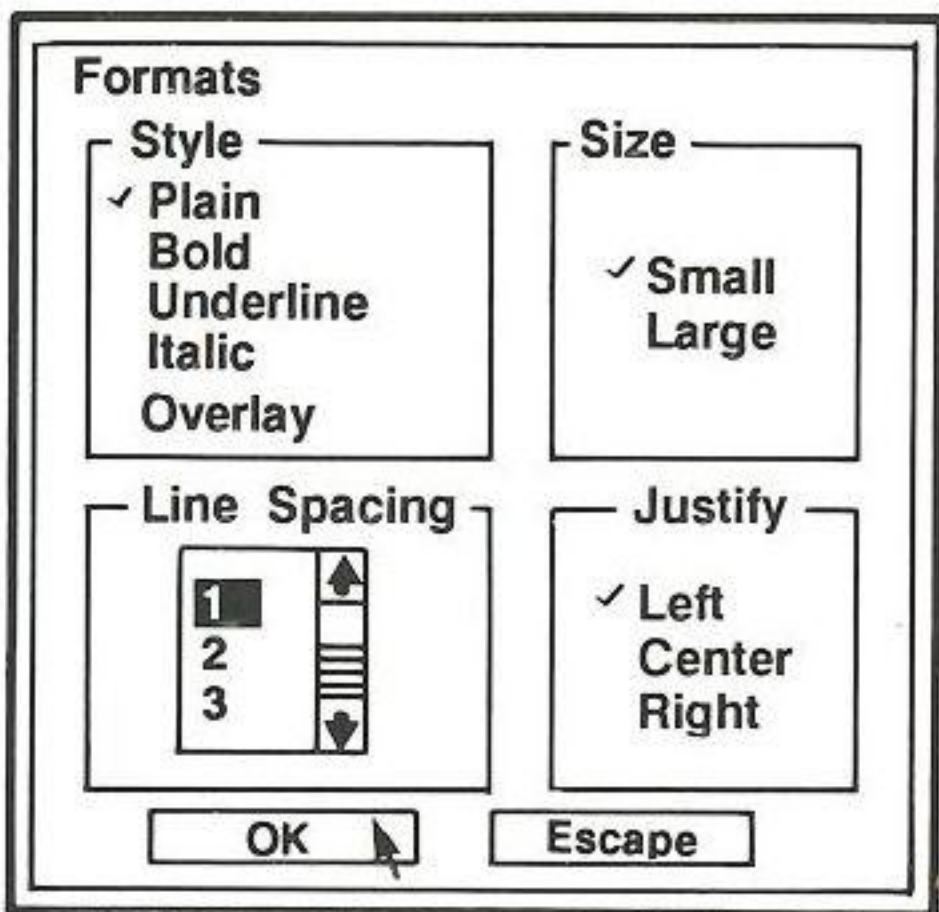
## Changing Formats

You can modify the way text appears on the page by changing its formats. Formats include the style of the text (whether it's plain, **boldface**, underlined, or *italic*), its size, how it's justified (left, right, or centered), and how much space appears between the lines of text.

Select *Formats*, and the Formats dialog box appears:

Leave the style Plain and the line spacing 1, but change the size to Large and the justification to Center. Then select *OK*.

When the Text screen reappears, the size of the text cursor has changed to match the size of the text.



## Typing Text

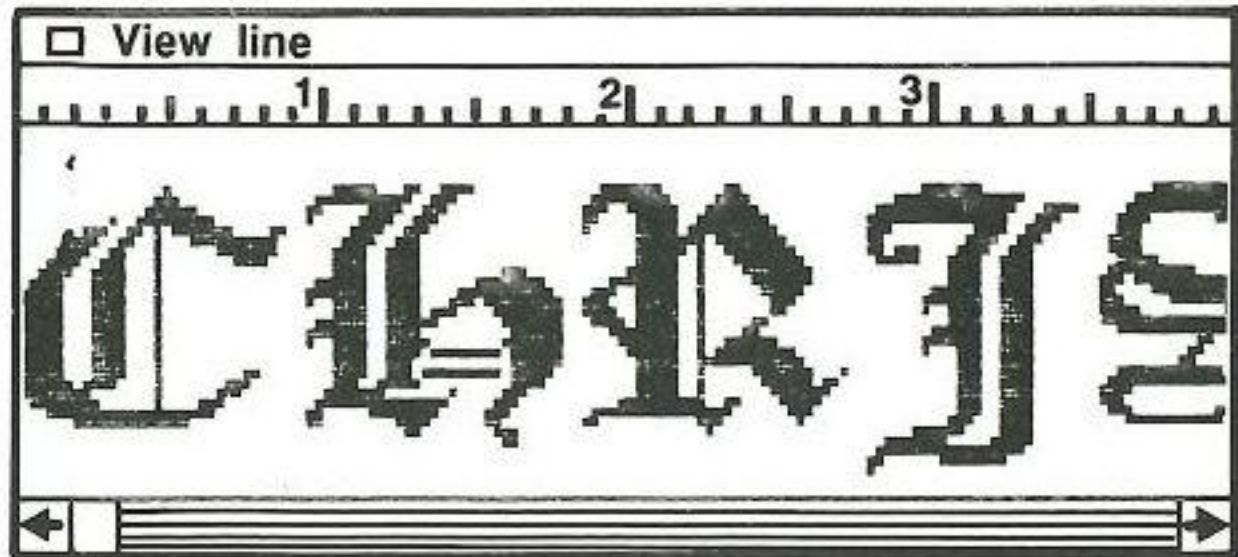
Text is typed on the text entry line at the bottom of the screen, rather than directly on the page.

Select *Start typing* and type Christmas. A dotted rectangle appears on the page as you type so that you can see how much space the text you're typing takes up and where it's positioned on the page.

## Viewing a Line of Text

View line lets you look at the line you're typing before you place it on the page.

Select *View line* (if you're using the keyboard, press ESC first). The View line window appears:



If the entire line doesn't fit on the screen — as Christmas doesn't — scroll the window to see the rest of the line.

Close the View line window, and select *Start typing*. The cursor on the text entry line is flashing.

Press **RETURN** to place Christmas on the page. A message box appears that tells you to wait. After a moment, the dotted rectangle on the page is replaced by Christmas, and the text cursor moves to the next line.

Type Party, then press **RETURN**. Party is placed on the page.

Choose a different typeface for the rest of the information on the flyer: Select *Typeface* (if you're using the keyboard press ESC first). Using side 2 of the Print Magic Graphics Disk, display the list of typeface in the scroll window. Select GWEN MEDIUM, then select *Load*.

Select *Formats* and change Size to Small, then select *OK*.

Select *Start Typing*, and press **RETURN** to put a blank line between "Party" and the next line of text.

Type the following lines of text, pressing **RETURN** after each line. When you are done, select *Escape* to return to the Page Design screen.

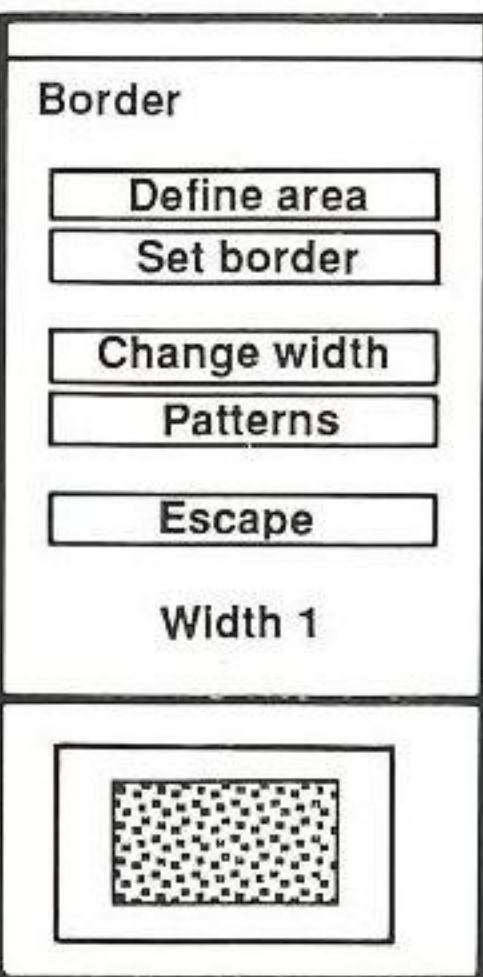
Saturday, Dec. 19th  
8:00 PM  
Susan & Andy Smith  
284 Spruce Street  
555-6390

## Creating a Border

You can use the Border function to draw a border around all or any part of a page. Here's how:

Select *Border* from the Page Design menu. The Border dialog box appears. This is what it looks like:

The border pattern that's currently selected appears in the small window below the dialog box.

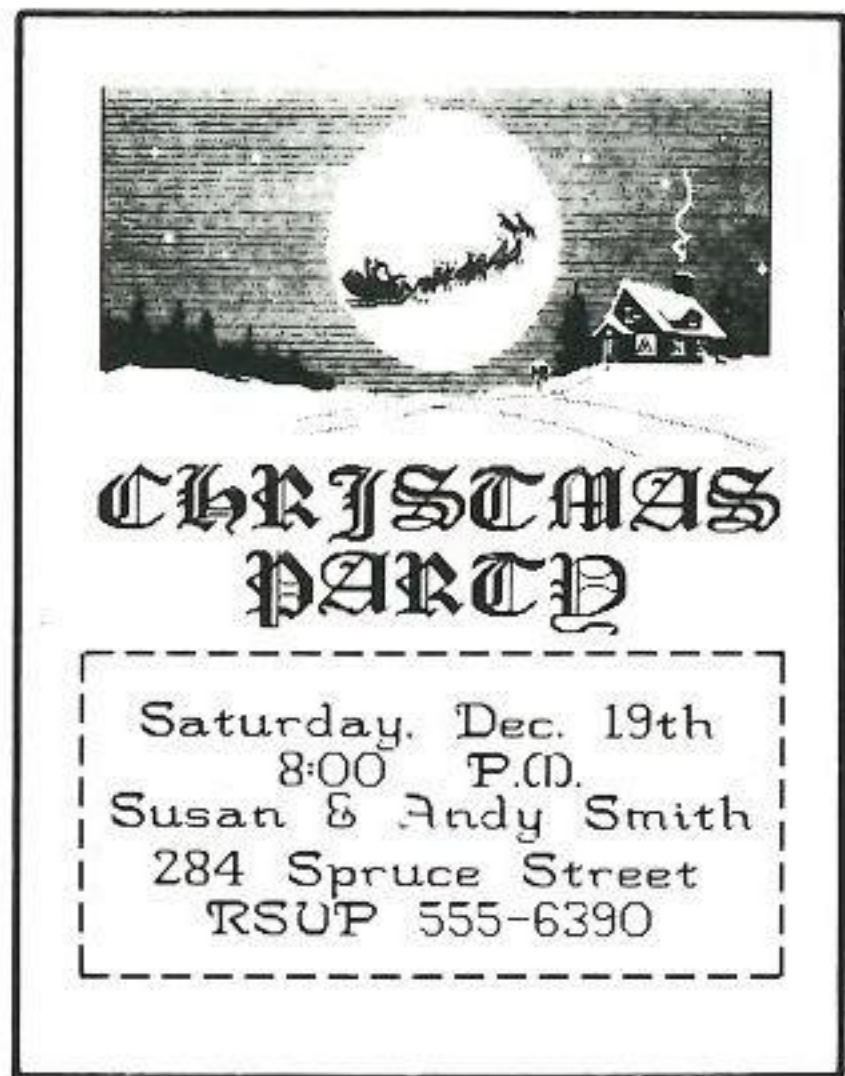




Defining an Area

Before you can create a border, you have to mark the edges of the border.

Select *Define area* from the Border dialog box. A pair of cross hairs appear on the page. Position the cross hairs above and to the left of Saturday, like this:



If you're using the keyboard, press **RETURN**, then use the arrow keys to draw a dotted rectangle around the text on the lower third of the page. The dotted rectangle should look like this:

Press **RETURN** again.

If you're using a mouse, hold down the mouse button and drag the mouse down and to the right until the dotted rectangle encloses the text on the lower third of the page. The dotted rectangle should look like the illustration above. Release the mouse button.

Choosing a Pattern

Select *Patterns* and choose any of 24 border patterns.

Select the pattern you want to use. The pattern that's selected is shown in the lower left corner of the dialog box. The box closes automatically when you select a pattern.

The pattern you've selected appears in the small window in the lower right corner of the screen.

Choosing a Width

A border can be any of nine different widths. The current width is displayed at the bottom of the Border dialog box.

Select *Change width* to increase the width. Every time you select the button, the width increases by one.

Setting a Border

When you've chosen both a pattern and width for the border, select *Set border*. A message box appears that tells you to wait. After a moment, the border appears on the page.

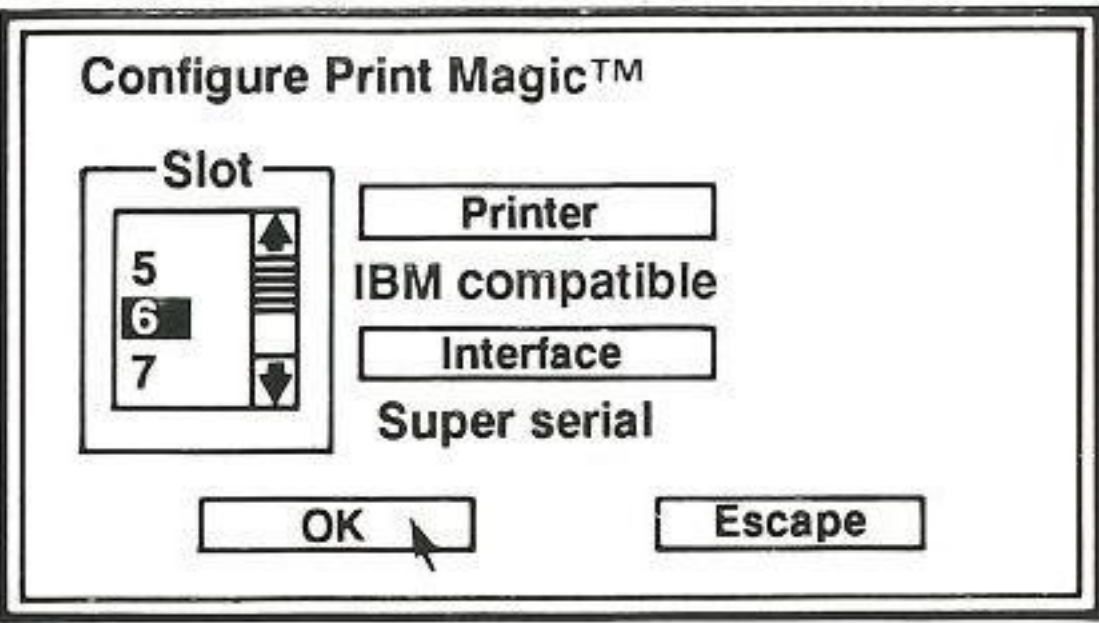
Select *Escape* to return to the Page Design screen.

Printing a Page

To print the page you've just created, use the Print function on the Main menu. Before you can print anything, however, you have to set up — or configure — Print Magic to work with your interface and printer.

Configuring Print Magic

Display the Main menu, then select *Configure* from the Print menu. This dialog box appears:

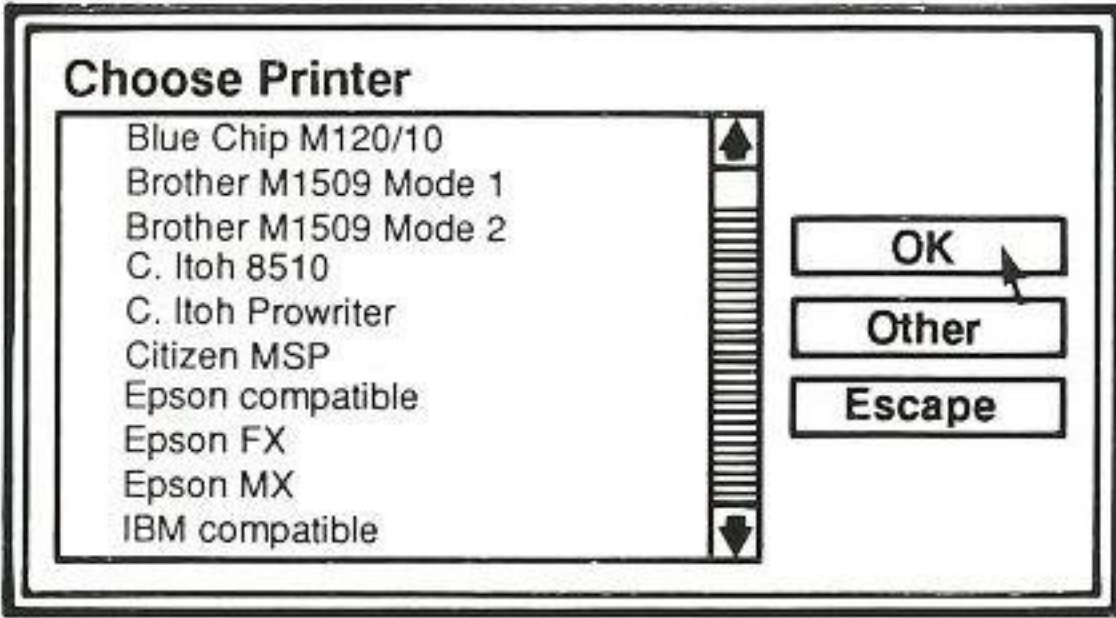


First, select the slot your printer is connected to.

The printer that's listed below the **Printer** button is the one Print Magic is set up to work with currently. If the printer that's listed isn't the one you're using, select *Printer*. The *Choose Printer* dialog box appears:

Select your printer from the list. (If your printer isn't listed but emulates one of the listed printers, select the printer that your printer emulates.) Then select *OK*. The Configure dialog box reappears.

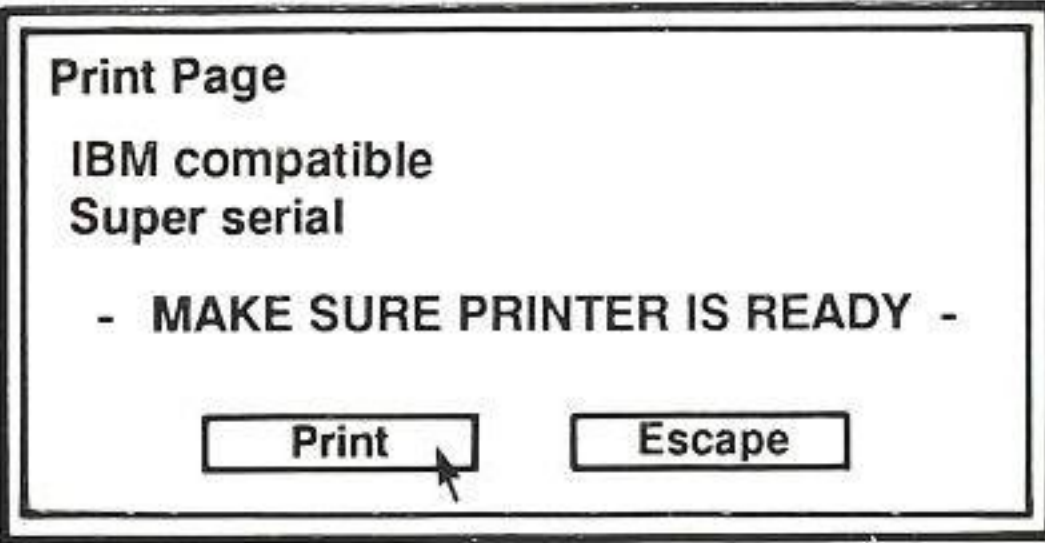
Follow the same procedures for selecting an interface.



Printing the Flyer

Print Magic is now set up to print the flyer you've created.

Select *Print page* from the Print option on the main menu (notice that there's a separate Print card option for printing a card). When you select Print page, the *Print Page* dialog box appears. It looks like this:



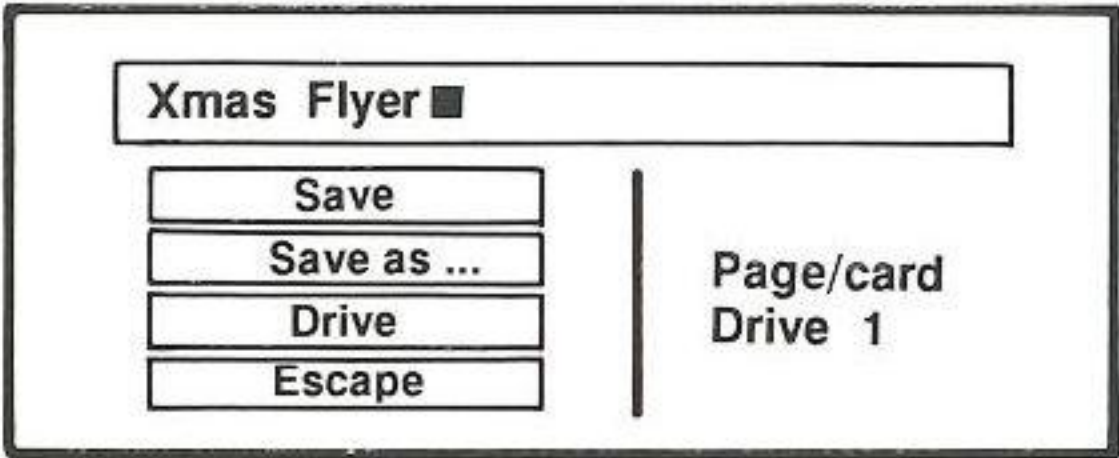


Make sure the printer is ready, then select *Print*. The Christmas Party flyer is then printed.



### Saving a Page

It's a good idea to save the page you're working on often. Here's how to save a page:



To save your work, you need a formatted disk with enough space available to hold your page. Select *Save page/card* from the File option on the Main menu. The *Save* dialog box appears. It looks like this:

If you have only one disk drive, replace the Print Magic Program Disk with the storage disk. If you have two disk drives, you may place the

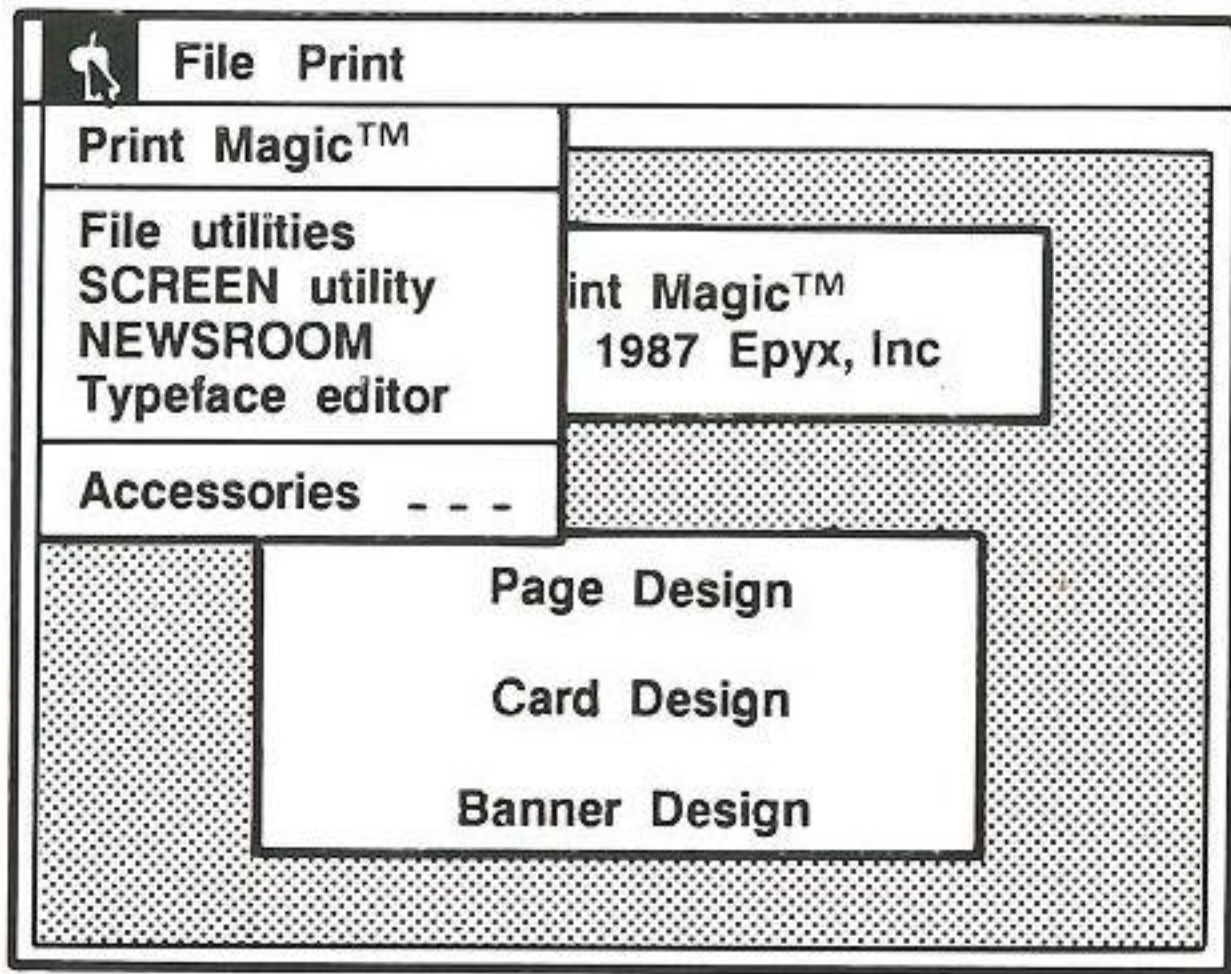
disk you're saving to in drive 2. Next, give the page a new name (it's currently named *Untitled*). Select *Save as*. "*Untitled*" disappears from the dialog box and is replaced by a cursor. Type *Xmas Flyer*.

To save *Xmas Flyer*, press **RETURN**. A message box appears that tells you the flyer is being saved. After a moment, the Main menu reappears. Select *Page Design* to return to the Page Design screen.

## REFERENCE

### The Apple Menu

If you're using the keyboard, press **TAB** or **ESC** to select the Apple menu. If you're using the mouse, point to the Apple and hold down the mouse button. This is what you'll see:



### Print Magic

Select *Print Magic* to display the version number of the *Print Magic* you're using. To close the message box, select *OK*.

### File Utilities

The File utilities menu lets you work with disk files. It also allows you to format disks.

- Select *File utilities* to display the File utilities menu. At the right end of the menu's title bar, there are two letter/number combinations that look something like this:

**S6, D1**

S stands for slot; 6 means that your disk drive is attached to your computer through slot 6. D stands for drive; 1 means that drive 1 is currently selected.

Each of the commands on the menu are explained below.

### Catalog

Select *Catalog* to display a list of all the files on the disk in the currently selected drive. *Print Magic* also displays the amount of space available on the disk in the center of the menu's title bar.

If there are more files on the disk than can be listed in the scroll window, you can scroll the list up and down to see all the file names.

### Rename

Use *Rename* to change the name of a file.

To use *Rename*:

- Select *Catalog* from the File utilities menu (if you hadn't done so already).
- Select the file you want to rename from the scroll window.
- Select *Rename* to display the *Rename* dialog box.
- Type the new name you want to give the file, then press **RETURN**. If you decide you don't want to rename the file, press **ESC**.

### Drive

If you have more than one disk drive, select *Drive* to change the drive that's active. The number following D in the menu's title bar changes to show which drive is currently selected.



### Lock

Use Lock to set a file so you can't delete, edit, or rename it.

To use Lock:

- Select *Catalog* from the File utilities menu.
- Select the file you want to lock from the scroll window.
- Select *Lock*.



A picture of a lock, like the one at the left, appears to the left of the name of the file you've locked.

- To unlock a file, use the Unlock command.

### Unlock

Use Unlock to reset a file you've previously locked so that you can rename or delete it.

To use Unlock:

- Select *Catalog* from the File utilities menu.
- Select the file you want to unlock from the scroll window.
- Select *Unlock* and the lock will disappear.

You are now able to delete, edit or rename that file.

### Slot

Use Slot to change the slot the disk drive is assigned to. The choices you are given depend on your hardware configuration. Your computer may only have slot 6 built into it. If so, slot 6 will be your only option when selecting Slot.

- Select *Slot* to display the *Slot* dialog box.
- Select the number of the slot you want to use. The list scrolls up and down to display more slot numbers.
- Select *OK* to change the slot to the one you've selected.

The number next to S in the menu's title bar changes to the slot number you've chosen.

### Delete

Use Delete to erase a file.

To use Delete:

- Select *Catalog* from the File utilities menu.
- Select the file you want to delete from the scroll window.
- Select *Delete* to display the *Delete* dialog box.
- To delete the file, select *Yes*.

### Format

Use Format to prepare a disk so you can save files on it.

- Select *Format* to display the Format dialog box.
- Put the disk you want to format in the currently selected drive (if you want to use a different drive, select the Drive button). The formatting process will erase your disk completely so make sure it's blank. Also, make sure the disk isn't write protected.
- To format the disk, select *OK*.

### SCREEN Utility

Many popular programs, such as Print Shop, let you save single hi-resolution screens. The SCREEN Utility feature of Print Magic lets you load in screens images saved by these programs and use them in the pages you design. Also, Print Magic allows you to save single hi-resolution screens.

- Select *SCREEN Utility* to display the SCREEN Utility menu.

At the right end of the menu's title bar, there's a double-headed arrow. Select the double-headed arrow, and you can move the screen image in the work area. The double-headed arrow and the grabber are explained under "Icons" in "Getting Started"; see page 6.)

Each of the commands on the menu are explained below.

### Load

Use Load to get a screen image that's been saved on a disk or that's part of the page currently in memory.



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### **To load a screen image from a disk:**

- Select *Load* to display the *Load Screen* dialog box.
- Select *Disk* from the dialog box to display the *Load* dialog box. (If you need help using the dialog box, see "Loading in Work" on page 6.)

### **To load an image from the page in memory:**

- Select *Load* to display the *Load Screen* dialog box.
- Select *Page* from the dialog box to display the page currently in memory. The dotted rectangle lets you mark the area you want to load.
- Move the rectangle to the part of the page you want to use as a screen image.
- Select *OK* (if you're using the keyboard, press **RETURN**) to make the area you've marked a screen image or *Escape* to return to the Save menu.

## **Save**

Use Save to save a screen image on a disk as a single hi-resolution screen or as a user graphic. Or, transfer a screen image to the page currently in memory or to the Clipboard.

### **To save part of the screen image as a user graphic:**

- Select *Define area* to mark the part of the screen image you want to save as a user graphic. (See "Define an Area" on page 5 for more information.)
- Select *Save as graphic* to display the *Save* dialog box. (If you need help using the dialog box, see "Saving Your Work" on page 5.)

### **To save the screen image as a single hi-resolution screen:**

- Select *Save screen* to display the *Save Screen* dialog box. (If you need help using the dialog box, see "Saving Your Work" on page 5.)

### **To transfer the screen image to the page currently in memory:**

- Select *Save screen* to display the *Save Screen* dialog box.
- Select *Page* from the dialog box.

The page currently in memory appears. The image position is represented by a dotted rectangle.

- Move the dotted rectangle to the place where you want the image to appear.
- Select *OK* to place the image on the page or *Escape* to return to the Save menu without transferring the image to the page.

### **To transfer part of the screen image to the Clipboard:**

- Select *Define area* to mark the part of the screen image you want to transfer to the Clipboard. (See "Define an Area" on page 5 for more information.)
- Select *Copy* and a copy of the image is placed on the Clipboard.

## **View**

Select *View* to see the entire screen image.

- To display the menu again, click the mouse button or press **ESC**.

## **NEWSROOM™**

Use the options on the NEWSROOM™ graphics menu to load *NEWSROOM* clip art.

- Select *NEWSROOM™* to display the NEWSROOM graphics menu.
- At the right end of the menu's title bar, there's a double-headed arrow. Select the double-headed arrow, and you can move the NEWSROOM clip art page in the work area. The double-headed arrow and the grabber are explained under "Icons" in "Getting Started"; see page 6.

Each of the commands on the menu are explained below.

## **Load**

Use Load to get a clip art page from a NEWSROOM clip art disk.

- Select *Load* to display the *Load* dialog box. (If you need help using the dialog box, see "Loading in Work" on page 6.)

## **Save**

Use Save to save NEWSROOM clip art on a disk as a single hi-resolution screen or as a User graphic. Saving NEWSROOM as a User graphic allows you to read them into Print Magic as a User graphic at any future date. You can also transfer NEWSROOM clip art to the page currently in memory or to the Clipboard.



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### To save part of the NEWSROOM clip art page as a user graphic:

- Select *Define area* to mark the part of the NEWSROOM clip art page you want to save as a User graphic. (See “Define an Area” on page 5 for more information.)
- Select *Save as graphic* to display the *Save* dialog box. (If you need help using the dialog box, see “Saving Your Work” on page 5.)

### To save the NEWSROOM clip art page as a single hi-resolution screen:

- Select *Save screen* to display the *Save Screen* dialog box. (If you need help using the dialog box, see “Saving Your Work” on page 5.)

### To transfer the NEWSROOM clip art page to the page currently in memory:

- Select *Save screen* to display the *Save Screen* dialog box.
- Select *Page* from the dialog box.

The page currently in memory appears. The clip art position is represented by a dotted rectangle.

- Move the dotted rectangle to the place where you want the clip art to appear.
- Select *OK* to place the clip art on the page or *Escape* to return to the Save menu without transferring the clip art to the page.

### To transfer part of the NEWSROOM clip art page to the Clipboard:

- Select *Define area* to mark the part of the NEWSROOM clip art page you want to transfer to the Clipboard. (See “Define an Area” on page 5 for more information.)
- Select *Copy* and a copy of the clip art is placed on the Clipboard.

## View

Select *View* to see the entire NEWSROOM clip art page.

- To display the menu again, click the mouse button or press ESC.

## Typeface Editor

The Typeface editor lets you edit and create character sets or import typefaces from Fontrix™. A character set can be a set of symbols or small pictures as well as a set of letters and numbers.

- 
- Select *Typeface editor* to display the *Typeface* menu. In the upper left corner of the work area is a grid where you edit a single character.

Every character has a number. The box in the upper right corner of the work area shows you the number of the character you’re working on and what the character that’s currently saved in memory looks like. The number below the box shows how wide the character is.

The box in the lower right corner of the work area shows you what the new character looks like. The number below it shows how wide it is. You can change the width by moving the small triangle (in mouse mode only) located just above the top of the menu or by using the **Space** option explained below.

Each of the items on the menu is explained below.

## Select

Use *Select* to choose the character you want to edit.

- Select *Select* to display the *Select* dialog box.
- Select the character you want to edit (point to it and click the mouse button, or type it on the keyboard).

You are then given these choices:

**Get.** Use *Get* to transfer a character to the work area so you can edit it.

**Put.** Use *Put* to transfer the character you’ve created or changed back into the character set.

**Escape.** Select *Escape* to close the dialog box without *getting* or *putting* a character.

## Plot

Use *Plot*, if you’re using the keyboard, to move to the work area so you can edit a character there.

- To add a pixel — a small black square — point to a blank space and click the mouse button or press **RETURN**.
- To erase a pixel, point to it and click the mouse button or press **RETURN**.

Only those pixels that appear within the grid will be saved as part of the character. To change the size of the grid, see **Size** on the next page. Also, all changes you make to a typeface exist only in memory. To make your typeface changes permanent, you must save the typeface to a disk. See **Save** below.

## Space

Use *Space* to automatically set the space between characters and the widths of all the characters in a character set.

- Select *Space* to display the *Set size* and *Spacing* dialog box.
- Select the number of pixels you want to appear between each character (the list scrolls up and down to display more numbers).
- Select *OK* to change the spacing and widths of the characters or *Escape* to go back to the Typeface screen without making any changes.



Size

Use Size to set the height and width of the character grid.

- Select *Size* to display the *Typeface* size dialog box.
- From the Width box, select the number of pixels wide you want the character grid to be (the list scrolls up and down to display more numbers).
- From the Height box, select the number of pixels high you want the character grid to be (the list scrolls up and down to display more numbers).
- Select *OK* to change the size of the character grid or *Escape* to go back to the Typeface screen without making any changes.

Clear

Use Clear to erase all the characters from the Typeface in memory.

- Select *Clear* to display the *Clear typeface* dialog box.
- Select *Yes* to erase the entire set of characters currently in memory or *No* to return to the Typeface menu without erasing the character set.

Shift

Use Shift to adjust the position of a character in the work area.

- Select *Shift* to display the *Shift* dialog box.
- Select **Left, Right, Up, or Down** to move the character one space in that direction. Any part of the character that you move off the screen is erased.

Grid

Select *Grid* to turn the grid in the work area off or on. When the grid is visible, a check mark appears next to Grid on the menu.

Grab

Use Grab to make a small part of the page currently in memory into a character.

- Select *Grab* to display the Grab menu. The Typeface editor work area is replaced by the page currently in memory. The options on the menu are explained on the following page.

Define Area

Use Define area to mark the area you want to use as a character. (For more information, see “Define an Area” on page 5.)

Grab

Use Grab to copy the area you’ve selected to the Typeface editor work area.

Load

Use Load to get a typeface that’s saved on a disk. Load works the same as "Loading in Work" described in “Getting Started”(see page 6).

Save

Use Save to make a permanent copy of a typeface on a disk. Save works the same as "Saving Your Work" described in “Getting Started” (see “Saving Your Work” on page 5).

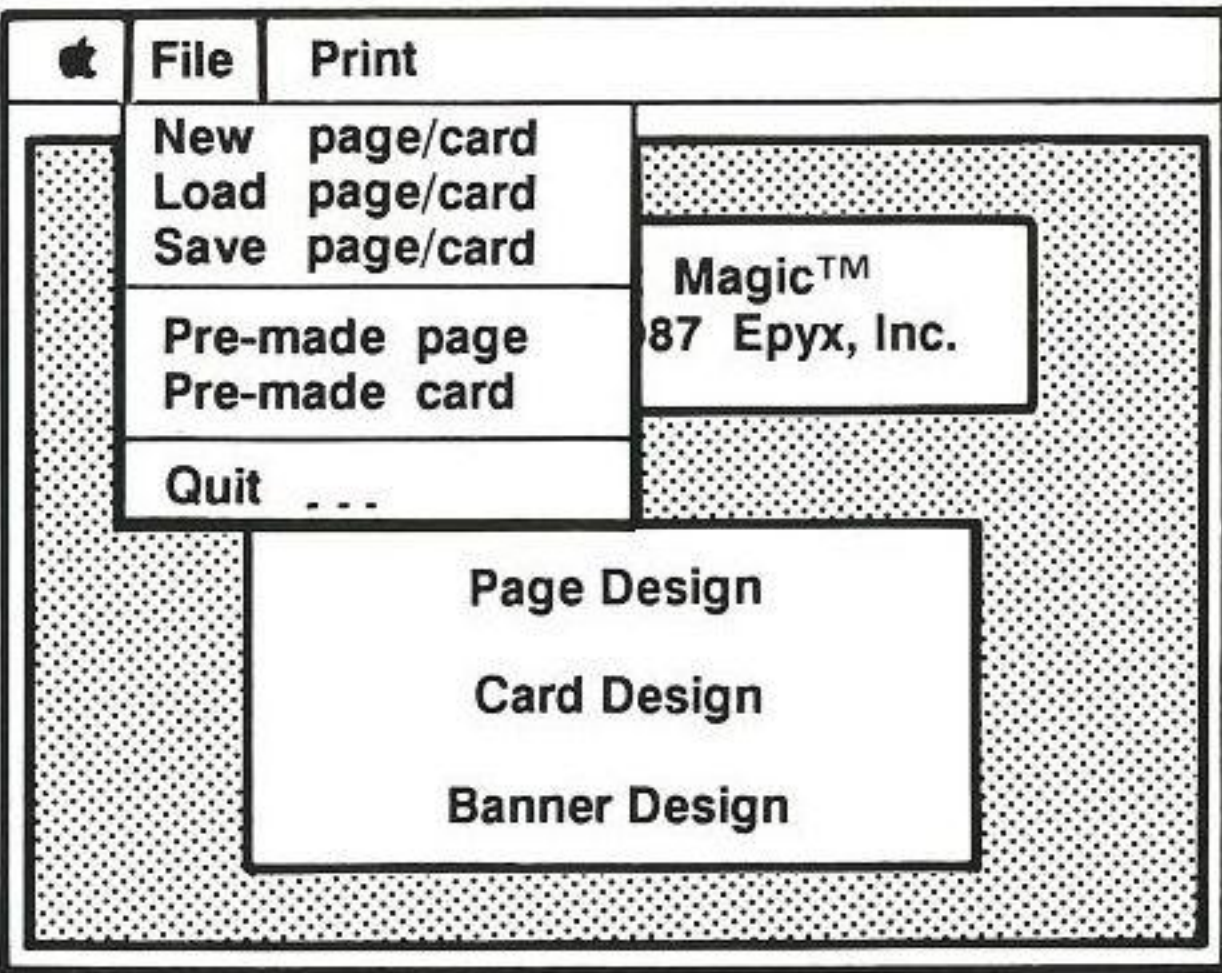
Accessories

Select *Accessories* to load future accessories, which will be designed specifically for use with Print Magic. So please, send us your warranty card and you’ll receive notice of future product announcements.

The File Menu

If you’re using the keyboard, press **TAB** or **ESC** to display the Apple menu, then press the right arrow key to display the File menu.

If you’re using a mouse, position the cursor over File then press and hold the mouse button to display the File menu.



New Page/Card

New page/card erases the current page or card in memory and gives you a clean work area.

- Select *New page/card* and the *New page/card* dialog box appears.
- Select *Yes* to save the current page or card before erasing it from memory (if you need help using the Save dialog box, see “Saving Your Work” on page 5). Select *No* to erase the current page or card from memory without saving it. Select *Escape* to go back to the Main menu without making any changes.

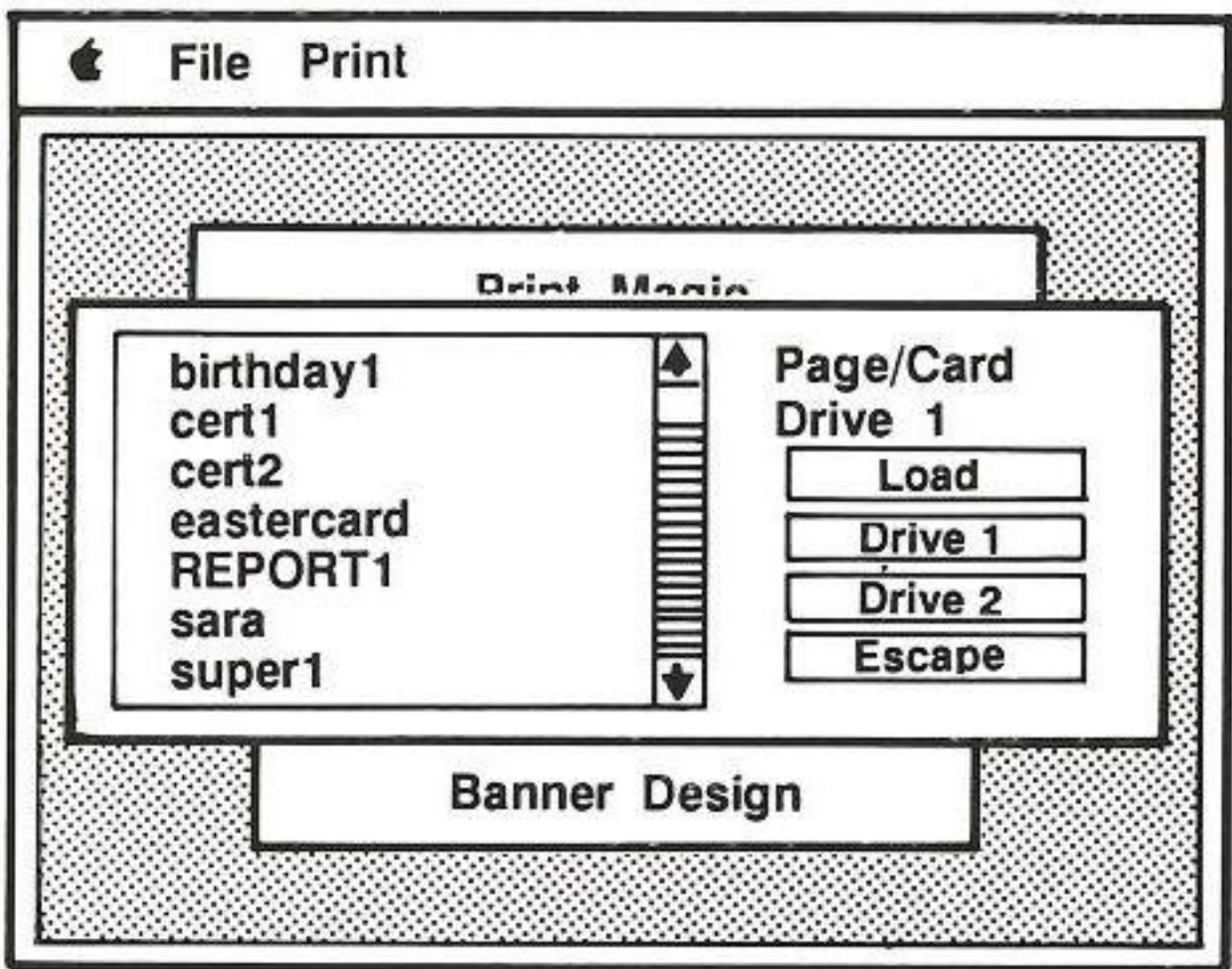


## Load Page/Card

Use Load page/card to get a page or card that's saved on a disk.

- Select *Load page/card*, and the *Load page/card* dialog box appears.
- Select *Yes* to save the current page or card before writing over it in memory (if you need help using the Save dialog box, see "Saving Your Work" on page 5). Select *No* to write over the current page or card in memory without saving it. Select *Escape* to go back to the Main menu without making any changes.

If you select one of the first two options, the *Load* dialog box appears. If you need help using the Load dialog box, see "Loading in Work" on page 6.



## Save Page/Card

Use Save page/card to save the current page or card on a disk.

- Select *Save page/card* to display the *Save* dialog box. If you need help using the Save dialog box, see "Saving Your Work" on page 5.

## Pre-Made Page

Use Pre-made page to load one of the pre-designed pages that's on side 1 of the Print Magic Program Disk. You can use a pre-made page as is, or you can use Page Design to change or add to it.

- Select *Pre-made page* and the *Pre-made page* dialog box appears.
- Select *Yes* to save the current page or card before writing over it in memory (if you need help using the Save dialog box, see "Saving Your Work" on page 5). Select *No* to write over the current page or card in memory without saving it. Select *Escape* to go back to the Main menu without making any changes.

If you select one of the first two options, the *Load* dialog box appears. If you need help using the Load dialog box, see "Loading in Work" on page 6.

## Pre-Made Card

Use Pre-made card to load one of the pre-designed cards that's on side 1 of the Print Magic Program Disk. You can use a pre-made card as is, or you can use Card Design to change or add to it. Pre-made cards are loaded in the same way as pre-made pages. See "Pre-made Page" above.

## Quit

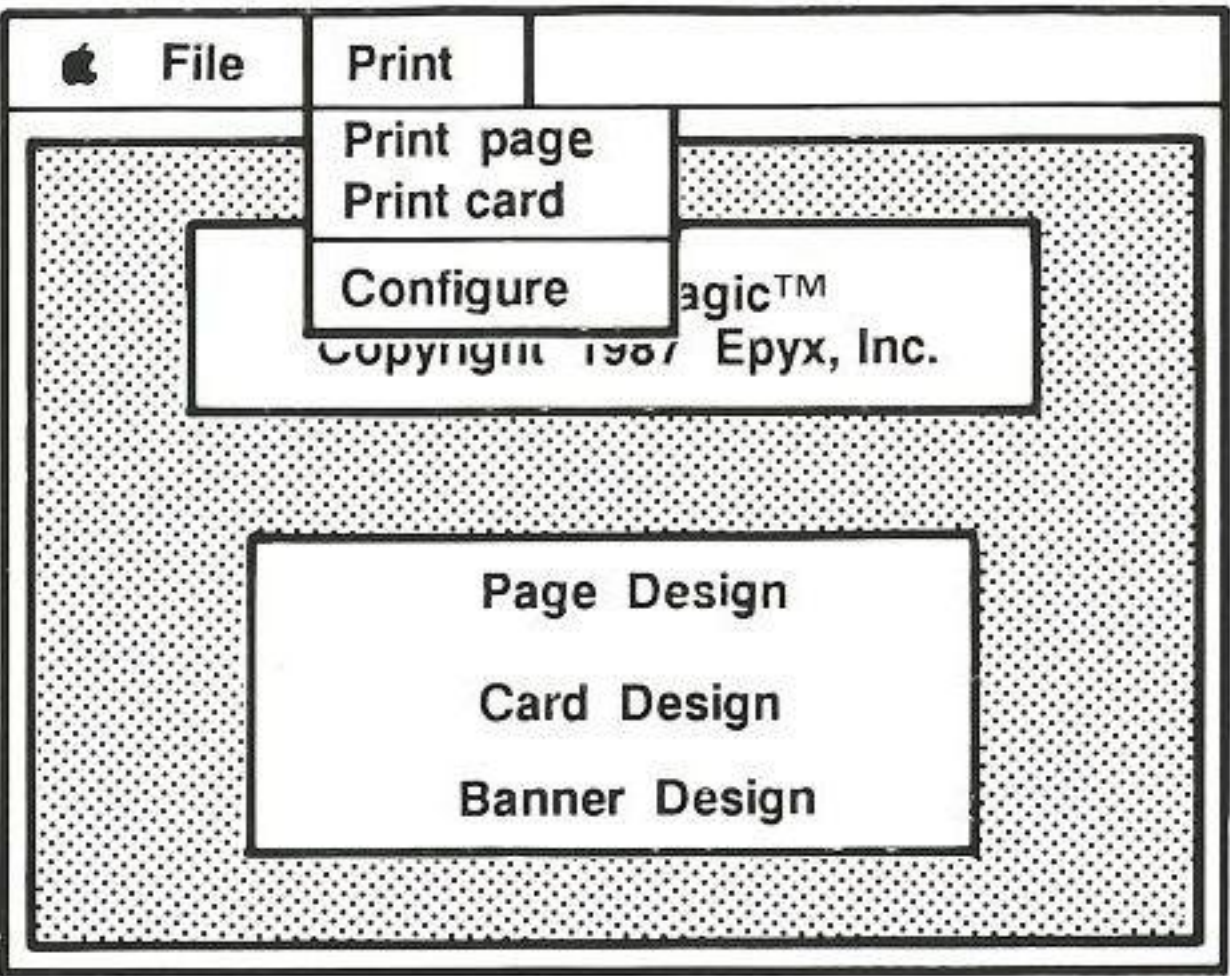
Use Quit to exit Print Magic when you're finished.

- Select *Quit*, and the *Quit Print Magic* dialog box appears.
- Select *Yes* to save the current page or card before quitting (if you need help using the Save dialog box, see "Saving Your Work" on page 5). Select *No* to quit without saving the current page or card. Select *Escape* to go back to the Main menu without quitting.

## The Print Menu

If you're using the keyboard, press TAB or ESC to display the Apple menu, then press the right arrow key twice to display the Print menu.

If you're using a mouse, position the cursor over Print then press and hold the mouse button to display the Print Menu.



## Print Page

Use Print page to make a printed copy of the page currently in memory.

- Select *Print page* to display the *Print Page* dialog box. The dialog box lists the currently selected printer and interface. If these selections are not correct, see "Configure" below.
- Select *Print* to start printing or *Escape* to return to the Main menu without printing the page.

## Print Card

Use Print card to make a printed copy of the card currently in memory. When you print the card, the four parts are arranged automatically so that they all appear right side up when you fold the card. Print card works just like Print page. See "Print Page" above.

## Configure

Use Configure to set up Print Magic to work with your printer and interface.

- Select *Configure* to display the *Configure* dialog box.
- Select the correct settings for each of the following:

**Slot.** Scroll through the numbers, and select the one that matches the slot where you have your printer interface connected.

**Printer.** Select Printer to select the printer you're using. The *Choose Printer* dialog box appears.

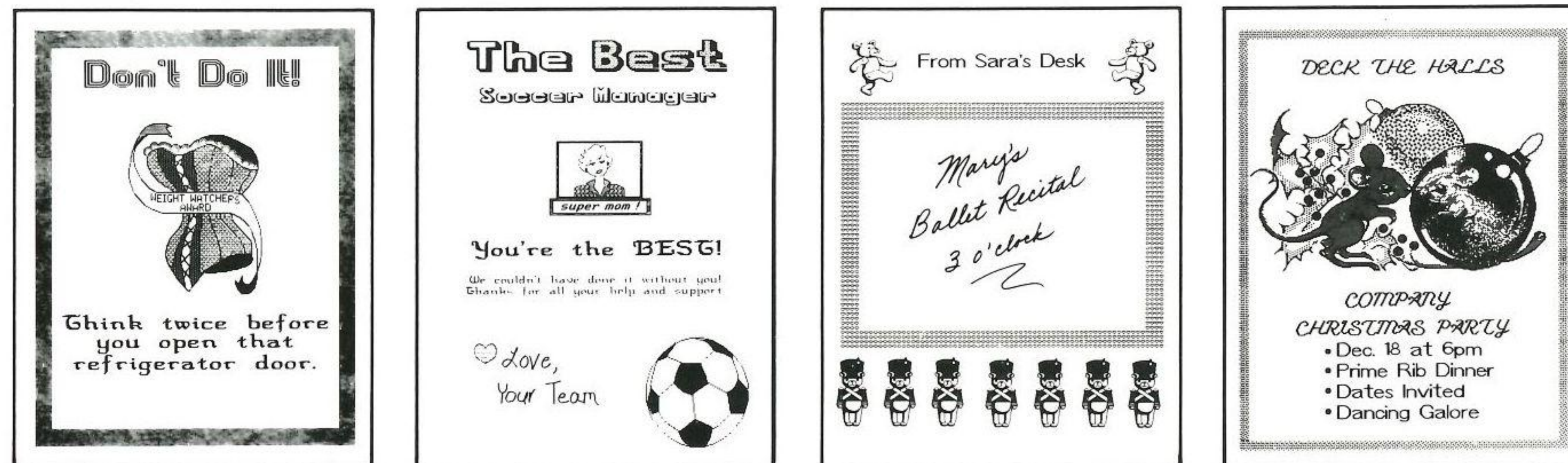


- Scroll through the list of printers, and select the one you're using. (If your printer isn't listed but emulates one of the listed printers, select the printer that your printer emulates.)
- Select *OK* to set up Print Magic to work with the printer you've chosen or *Escape* to return to the Configure dialog box without making any changes.

Follow the above procedures for setting up Print Magic to work with your interface card.

After selecting your slot, printer and interface, select *OK* to save your selections or *Escape* to cancel any changes you've made and return you to the Main menu.

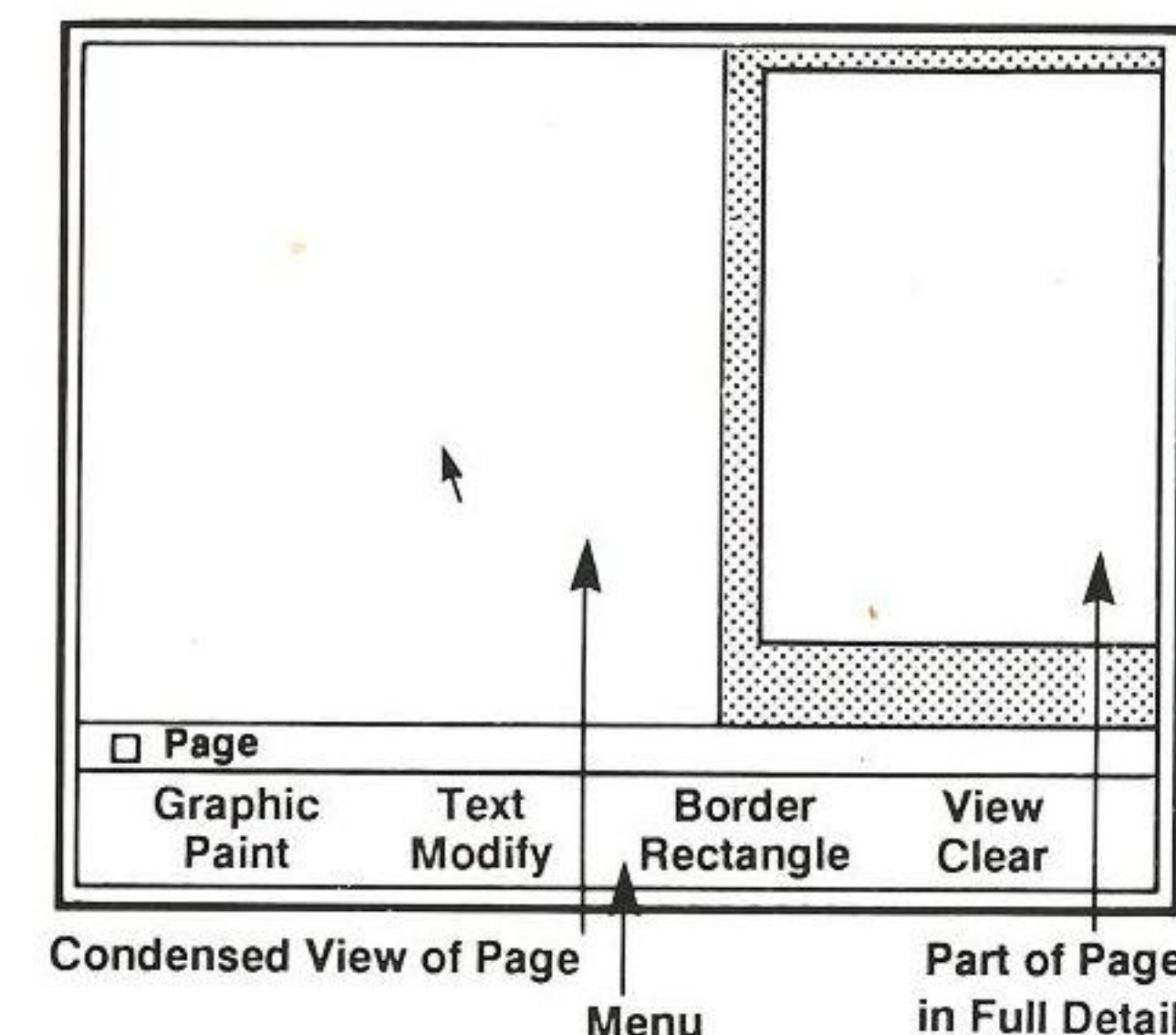
## Page Design



Select *Page Design* from the Main menu. The Page Design screen looks like this:

If you're using a mouse, moving the arrow to the window on the right changes the arrow into the grabber. The window shows part of the page in full detail. To see any part of the page in full detail, use the grabber to move the page until the part you want to see comes into view.

Each of the commands on the Page menu are explained below.



## Graphic

Graphic lets you use graphics that are saved on a disk or that you've copied to the Clipboard. Select *Graphic* to display the *Load graphic* menu. Each of the items on the menu is explained below.

### Print Magic Graphic

Use Print Magic Graphic to get a Print Magic graphic from side 1 or side 2 of the Print Magic Graphics Disk. Select *Print Magic Graphic* to display the *Load* dialog box. If you need help using the Load dialog box, see "Loading in Work" on page 6.

After you've loaded the Print Magic graphic, the *Graphic* dialog box appears. A dotted rectangle appears on the page showing the current size of the graphic. You are now given the options to:

- **Change size.** Select *Change size* to make the graphic larger. You can keep selecting Change size until the graphic is the size you want. The graphic's current size appears at the bottom of the *Graphic* dialog box. Size 1 is the smallest, Size 6 the largest (but a graphic must fit entirely on the page, so you may not be able to expand every graphic to Size 6). When a graphic is at its largest size, selecting Change size changes it back to Size 1.
- **Overlay.** Select *Overlay* to make the graphic merge with whatever is underneath it on the page instead of replacing what's already there.
- **Move Graphic.** Use Move Graphic, if you're using the keyboard, to reposition the graphic. Select *Move Graphic* to move the arrow to the work area. Move the graphic with the arrow keys, then press **RETURN**.

(If you're using a mouse, move the arrow to the work area and position it inside the box. Hold down the mouse button, and move the graphic to the place where you want it, and release the mouse button.)

- **Set Graphic.** Select *Set Graphic* to place the graphic on the page.
- **View graphic.** Select *View graphic* to display the graphic.
- **Escape.** Select *Escape* to return to the Page menu.

### Print Shop™ Graphic

Use Print Shop Graphic to load a graphic created with Print Shop or from Print Shop-compatible graphics disks, like the Graphics Scrapbooks by Epyx. Print Shop graphics are loaded the same way as Print Magic graphics. See "Print Magic Graphic" above.

### User Graphic

Use User graphic to load a graphic that you've created or modified with Print Magic. User graphics are loaded the same way as Print Magic graphics. See "Print Magic Graphic" above.

### Clipboard

Use Clipboard to load a graphic you've previously cut or copied to the Clipboard. A Clipboard graphic is loaded the same way as a Print Magic graphic, except that the Load dialog box does not appear. See "Print Magic Graphic" above.

## Text

Text lets you add text to the page you're working on. Select *Text* to display the *Text* dialog box. A text entry line appears at the bottom of the screen, and a blinking cursor — the text cursor — appears in the work area. If you're using a mouse, the cursor becomes a bracket when in the work area; the bracket lets you position the text cursor. The buttons give you these options:



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## Start typing

If you're using the keyboard, select *Start typing* so that you can type text in the text entry line (if you're using a mouse, just start typing). The dotted rectangle shows you where the text will appear on the page. You can backspace and erase text until you press **RETURN**. Once you press **RETURN**, the text you've typed will be placed on the page and the cursor will be moved to the next line.

If you're using the keyboard, press **ESC** to exit typing mode. If you press **ESC** before you press **RETURN**, you can move the text that's on the text entry line, select a new typeface for it, change its format, and view the line — then select *Start typing* to return to the text entry line. Then you can continue editing the text or press **RETURN** to place the text on the page.

If you're using a mouse, before you press **RETURN** you can move the text that's on the text entry line, select a new typeface for it, change its format, and view the line — then continue editing the text or press **RETURN** to place the text on the page.

## Move

Use Move to position your text on the page, if you're using the keyboard. You can do this with text already in the text entry line or with no text in the text entry line.

With no text in the text entry line: Select *Move* and a bracket appears on the screen. Move the bracket to the place where you want the text cursor and press **RETURN** to move the text cursor there. (If you're using a mouse, point to the place where you want the text cursor to be and click the mouse button.)

With text in the text entry line: Select *Move* and an arrow appears on the dotted rectangle. Move the dotted rectangle to the place where you want the text to appear and press **RETURN** to position the dotted rectangle there. (If you're using a mouse, point to the dotted rectangle and drag it to the desired position.)

## Typeface

Use Typeface to load a typeface from side 2 of the Print Magic Graphics Disk. Select *Typeface* to display the *Load* dialog box. If you need help using the Load dialog box, see "Loading in Work" on page 6. The name of the current typeface appears at the bottom of the Text dialog box.

## Formats

Use Formats to choose the text style, size, justification and the line spacing. These are the settings you can select from:

- **Style.** Choose from plain, **bold**, underline, or *italic*. Overlay makes the text that you type merge with whatever is underneath it on the page instead of replacing what's already there. You can use more than one style at a time — for example, text can be both bold and italic. A check mark appears next to the styles you've selected. Plain cancels any other styles you've chosen except Overlay.
- **Size.** Select either Small or Large.
- **Line Spacing.** Select the number of spaces you want between each line of text. The list scrolls up and down to display more numbers.

- **Justify.** Select the way you want the text to be aligned. Select *Left* to align the left side of your text. Each time you type a character, the dotted rectangle expands one space to the right. Select *Right* to align the right side of your text. Each time you type a character, the dotted rectangle expands one space to the left. Select *Center* to center the text on the text cursor. Each time you type a character, the dotted rectangle expands both to the left and the right.

## View line

Select *View line* to see the text that's on the text entry line as it will look on the page.

## Clear line

Select *Clear line* to erase the text on the text entry line.

## Escape

Select *Escape* to return to the Page menu.

## Border

Border lets you draw a frame around a rectangular area on a page. Draw a border around the entire page or part of the page. Select *Border*, and the *Border* dialog box appears. Below the Border dialog box is a box containing the pattern currently selected for the border. You are then given these options:

- **Define area.** Select *Define area* to mark the area on the page you want to draw a border around. (See "Define an Area" on page 5 for more information.)
- **Set border.** Select *Set border* to place a border around the area you've defined on the page.
- **Change width.** Select *Change width* to make the border wider. You can keep selecting Change width until the border is the width you want. The border's current width appears at the bottom of the Border dialog box. Width 1 is the smallest, Width 9 the largest. When a border is at Width 9, selecting Change width changes it back to Width 1.
- **Patterns.** Select *Patterns* to choose a pattern for the border. A dialog box appears with the patterns you can choose. Select the pattern you want to use (the pattern that's currently selected appears in the lower left corner of the dialog box).
- **Escape.** Select *Escape* to return to the Page menu.

## View

View lets you see a part of the page in full detail. Select *View* and a dotted rectangle appears on the page. A window also appears on the right side of the screen that shows the part of the page inside the dotted rectangle in full detail. To see different parts of the page, move the dotted rectangle.



## Paint

The options on the Paint menu let you draw freehand pictures, add rectangles and circles, fill areas with a pattern, add text, zoom in on a part of the page so you can work on it in detail, flip images horizontally and vertically, invert images, and cut and paste images using the Clipboard.

In Paint, the screen displays only part of the page at a time. At the right side of the Paint menu is a rectangle containing a small black box. The rectangle represents the full page, and the black box shows which part of the page is visible in the work area.

Select *Paint* to display the *Paint menu*. The options that appear on the menu are described below.

### Draw

Use the options on the Draw menu to draw freehand pictures on the page. Each of the items on the menu are explained below. Select *Draw* to display the *Draw menu*. Towards the right side of the Draw menu is a box containing the pattern currently selected for drawing. You are also given these options:

- **Start Drawing:** If you're using the keyboard, select *Start drawing* to draw on a page. Select *Start drawing* and a brush appears in the work area. Move the brush to where you want to begin drawing, press **RETURN** and use the cursor keys to draw with the brush. Press **RETURN** to stop drawing and to reposition the brush. When you are finished drawing, press **ESC** to return to the Draw menu.

If you're using a mouse, draw by holding down the mouse button while moving the brush over the work area.

- **Brush:** Use Brush to choose a brush shape to draw with. Select *Brush* to display the *Brushes* dialog box. Select the brush shape you want to use (the shape that's currently selected appears in the lower left corner of the dialog box).
- **Patterns:** Use Patterns to choose a pattern to draw with. Using Patterns is explained under the Border option on page 11.
- **Mirrors:** Use Mirrors to draw two or four symmetrical brush strokes with a single movement of the brush. Each of the brush strokes is a mirror image of the one you make with the brush. You can set up a vertical mirror or a horizontal mirror — or both.

Select *Mirrors* to display the *Mirrors* dialog box. The buttons give you these choices: **H** - Select *H* to set up a horizontal mirror; **Off** - Select *Off* to turn the mirrors off; **V** - Select *V* to set up a vertical mirror.

### Shapes

Use the options on the Shapes menu to draw lines, circles, and boxes. Select *Shapes* to display the *Shapes menu*. Towards the right side of the Shapes menu is a box containing the pattern currently selected for drawing shapes. Also, the currently selected shape is listed at the bottom of the Shapes menu. Each of the items on the menu are explained below.

- **Shape.** Use Shape to choose the shape you want to draw and, if you're using the keyboard, to start drawing the shape. You can draw lines, circles, or boxes. Select *Shape* to display the *Shapes* dialog box. The Shapes dialog box gives you these choices:

- **Line.** Select *Line* to draw a single line.
- **Lines.** Select *Lines* to draw a series of connected lines.
- **Circle.** Select *Circle* to draw a hollow circle or ellipse.
- **Box.** Select *Box* to draw a hollow square or rectangle.
- **Solid circle.** Select *Solid circle* to draw a circle or ellipse filled with a pattern.
- **Solid box.** Select *Solid box* to draw a square or rectangle filled with a pattern.

If you're using the keyboard, position the cursor in the work area, then press **RETURN** to anchor it; use the arrow keys to create the shape, then press **RETURN** again. If you've selected Lines, press **RETURN** once to end one line and begin the next and press **RETURN** twice to complete the series of lines.

If you're using a mouse, position the cursor in the work area, hold down the mouse button and drag the mouse to create the shape, then release the mouse button. If you've selected Lines, click the mouse button to end one line and begin the next and double-click the mouse button to complete the series of lines.

- **PenSize.** Use PenSize to choose the width of the line you're going to draw or the width of the outline of the circle or box. Select *PenSize* to display the *Set pen size* dialog box. Select the line width you want. The dotted line at the top will enable you to draw a solid circle or box without an outline.
- **Patterns.** Use Patterns to choose a pattern for the shape you're drawing. Using Patterns is explained under the Border option on page 11.

### Fill

Use the options on the Fill menu to choose a pattern and to fill an enclosed area with it. Select *Fill* to display the *Fill menu*. Towards the right side of the Fill menu is a box containing the pattern currently selected for filling. Each of the items on the menu is explained below.

- **Start to Fill.** If you're using the keyboard, select *Start to fill* to fill an enclosed area on the page (if you're using a mouse, fill by positioning the mouse in the enclosed area you want to fill and clicking the mouse button).

Select *Start to fill* and a paint bucket appears in the work area. Move the paint bucket to the enclosed area you want to fill and press **RETURN**.

- **Patterns.** Use Patterns to choose a pattern for the enclosed area you want to fill. Using Patterns is explained under the Border option on page 11.

### Text

Use the options on the Text menu to format text, select a typeface, and type text on the page. Select *Text* to display the *Text menu*. Each of the items on the menu is explained on the following page.

- **Start Typing.** If you're using the keyboard, select *Start typing* to display the text cursor in the work area (if you're using a mouse, you can move the cursor directly to the work area). Position the text cursor to where you want to begin typing, then click the mouse button or press **RETURN** to anchor the text cursor. Type the text you want. You can backspace and erase text until you press **RETURN**. When you get to the end of a line, press **RETURN** and your cursor moves to the next line.



If you're using the keyboard, you can reposition the text cursor by pressing **ESC** and then using the arrow keys. When you're finished typing, press **ESC** again to return to the Text menu.

If you're using a mouse, you can reposition the text cursor by moving the bracket and clicking the mouse button.

- **Formats.** Use *Formats* to choose the text style and size and the line spacing. Using *Formats* is explained under the Text option on the Page menu (see page 28).
- **Typeface.** Use *Typeface* to load a typeface from side 2 of the Print Magic Graphics Disk. Using *Typeface* is explained under *Typeface* editor (see page 20).

### View

Use *View* to display a different part of the page in the work area. Select *View* and a dotted rectangle shows the part of the page that currently appears in the work area.

If you're using the keyboard, the buttons to the right of the page give you these choices:

- **Move.** Select *Move* and then use the arrow keys to move the dotted rectangle to another part of the page. Press **RETURN** to go back to the Paint menu.
- **Escape.** Select *Escape* to return to the Paint screen with the same part of the page displayed in the work area as before.

If you're using a mouse, move the dotted rectangle to another part of the page by pointing to the dotted rectangle, holding down the mouse button, and moving the mouse. The buttons to the right of the page give you these choices:

- **OK.** Select *OK* to return to the Paint menu with the part of the page marked by the dotted rectangle in the work area.
- **Escape.** Select *Escape* to return to the Paint screen with the same part of the page displayed in the work area as before.

### Zoom

Use the options on the Zoom menu to magnify a small part of the page so that you can work on it in detail. Select *Zoom* to display the *Zoom* menu. Each of the items on the menu is explained below.

- **Zoom.** Use *Zoom* to magnify a small part of the page and work on it pixel by pixel.
  - To use *Zoom* with the keyboard, select *Zoom*. When the arrow appears in the dotted rectangle, use the arrow keys to move the dotted rectangle to the part of the page you want to enlarge and press **RETURN**.

The part of the page in the dotted rectangle is magnified and displayed as pixels (each of the small squares that appear on the screen is a pixel). The box towards the right side of the Zoom menu shows the normal view of the area that's magnified.

Use the arrow keys to move the cursor. (The cursor is shaped like a pencil.) To add or remove a pixel, move the cursor to it then press **RETURN**. If the cursor is on a pixel, the pixel disappears; if the cursor is on a blank space, a pixel appears there. To return to the Zoom menu, press **ESC**.

- To use *Zoom* with a mouse, simply move the dotted rectangle to the part of the page you want to enlarge and select *Zoom*.

The part of the page in the dotted rectangle is magnified and displayed as pixels (each of the small squares that appear on the screen is a pixel). The box towards the right side of the Zoom menu shows the normal view of the area that's magnified.

To add or remove a pixel, move the cursor to it then click the mouse button. If the cursor is on a pixel, the pixel disappears; if the cursor is on a blank space, a pixel appears there.

- **Normal.** Select *Normal* to return to the normal view of the page.
- **Grid.** Select *Grid* to display a grid over the work area when you're in *Zoom*. The grid doesn't appear until you select *Zoom*. A check mark appears next to the *Grid* option on the menu when the grid is in effect.

### Edit

Use the options on the Edit menu to erase, flip, or invert part of a page. Select *Edit* to display the *Edit area* menu. Each of the items on the menu is explained below.

- **Define Area.** Use *Define Area* to mark the area you want to edit. (See "Define an Area" on page 5 for more information.)
- **Flip Horizontal.** Use *Flip horizontal* to flip part of the page from side to side. First, use *Define Area* to mark the part of the page you want to flip, then select *Flip horizontal*. The area in the dotted rectangle is immediately flipped from side to side.
- **Flip Vertical.** Use *Flip vertical* to flip part of the page from top to bottom. First use *Define Area* to mark the part of the page you want to flip, then select *Flip vertical*. The area in the dotted rectangle is immediately flipped from top to bottom.
- **Invert.** Use *Invert* to invert the pixels in part of the page. First use *Define Area* to mark the part of the page you want to invert, then select *Invert*. The pixels in the dotted rectangle change immediately to their complements.
- **Clear.** Use *Clear* to erase part of the page. First use *Define Area* to mark the part of the page you want to erase, then select *Clear*. The area in the dotted rectangle is immediately erased.

### Cut & Paste

Use the options on the Cut & Paste menu to move and copy parts of the page, save and load parts of the page as user graphics, cut and copy parts of the page to the clipboard, and paste from the clipboard onto the page. Select *Cut & Paste* to display the *Cut & Paste* menu. Each of the items on the menu is explained below.

- **Define Area.** Use *Define Area* to mark the area you want to work with. (See "Define an Area" on page 5 for more information.)
- **Move.** Use *Move* to move an area from one part of the page to another or to copy a part of the page.



If you're using the keyboard:

- Select *Move* to position the pointer inside the dotted rectangle. Use the arrow keys to move the area you've selected.
- You can also copy an area from one part of the page to another by holding down the **Option** key or the **Closed-Apple** key while selecting *Move*. Then use the arrow keys to move a copy of the area you've selected.

If you're using a mouse:

- Position the pointer inside the dotted rectangle, hold down the mouse button, and then move the area.
- You can also copy an area from one part of the page to another by holding down the **Option** key or the **Closed-Apple** key while moving the area.

- **Save.** Use *Save* to save part of the page as a user graphic. See "Saving your Work" on page 5.
- **Load.** Use *Load* to get a user graphic that's saved on a disk. See "Loading in Work" on page 6.
- **Overlay.** Select *Overlay* to make the graphic merge with whatever is underneath it on the page instead of erasing what's already there. A check mark appears next to the *Overlay* item on the menu when it's in effect.
- **Cut.** Use *Cut* to remove part of the page and move it to the Clipboard. First use *Define area* to mark the part of the page you want to cut, then select *Cut*. The area in the dotted rectangle is erased and is put on the Clipboard.
- **Copy.** Use *Copy* to copy part of the page to the Clipboard. First use *Define area* to mark the part of the page you want to copy, then select *Copy*. The area in the dotted rectangle is copied to the Clipboard.
- **Paste.** Use *Paste* to place on the page a copy of whatever is on the Clipboard. You can move the Clipboard image on the page as long it is surrounded by the dotted rectangle. Select *Paste* and the image on the Clipboard appears in the work area inside a dotted rectangle.

If you're using the keyboard, use the *Move* option on the *Cut & Paste* menu to move the image.

If you're using a mouse, point to the image, hold down the mouse button, move the image, then release the mouse button.

## Modify

Use *Modify* to change and rearrange the entire page or a part of the page. Select *Modify* to display the *Modify* menu. Each of the items on the menu is explained below.

### Move Area

Use *Move area* to rearrange the layout of the page. Select *Move area* to display the *Move area* dialog box. You are given the option to:

- **Define Area.** Use *Define area* to mark the area you want to move. (See "Define an Area" on page 5 for more information.)

- **Move Area.** If you're using the keyboard, select *Move area* to position the arrow inside the dotted rectangle. Use the arrow keys to move the area, then press **RETURN**.

If you're using a mouse, point to the dotted rectangle, hold down the mouse button, move the area, then release the mouse button.

- **Set Area.** Select *Set area* to place the area in the dotted rectangle onto the page.
- **Overlay.** Select *Overlay* to make the graphic merge with whatever is on the page instead of erasing what's already there.
- **Undo.** Select *Undo* to move a marked area back to its original position. Undo works only when the area is still surrounded by the dotted rectangle.
- **Escape.** Select *Escape* to return to the *Modify* menu.

### Move Page

Use *Move page* to move the entire page. Select *Move page* to display the *Move page* dialog box. You are given the option to:

- **Move Page.** If you're using the keyboard, select *Move page* to position the arrow inside the dotted rectangle. Use the arrow keys to move the page, then press **RETURN**.

If you're using a mouse, point to the dotted rectangle, hold down the mouse button, move the area, then release the mouse button.

- **Set Page.** Select *Set page* to place the image on the page in its new position. Any part of the image not visible on the page is erased.
- **Undo.** Select *Undo* to move the image back to its original position. Undo works only when the image is still surrounded by the dotted rectangle.
- **Escape.** Select *Escape* to return to the *Modify* menu.

### Edit Area

Use *Edit area* to erase, flip, or invert part of a page. *Edit area* works the same as the *Edit* option on the *Paint* menu. See the *Edit* option on page 33.

### Rectangle

Use *Rectangle* to draw a box filled with a pattern. Select *Rectangle* to display the *Rectangle* dialog box. Below the *Rectangle* dialog box is a box containing the currently selected pattern. You are given the following options:

- **Define Area.** Select *Define area* to mark the area where you want the rectangle to appear. (See "Define an Area" on page 5 for more information.)

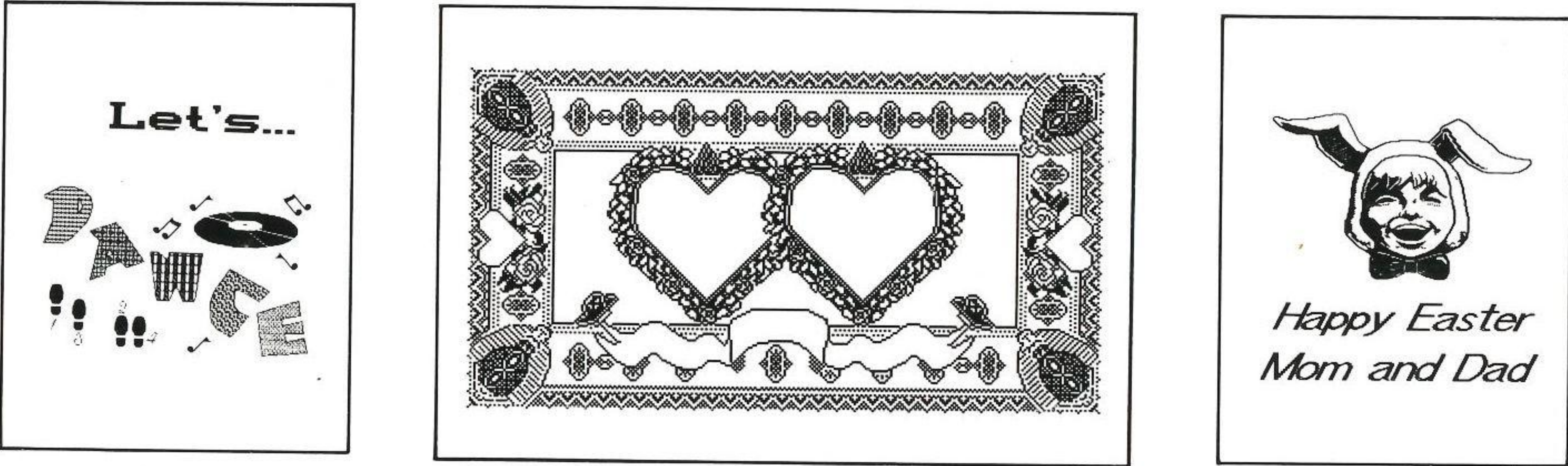


- **Set Area.** Select *Set area* to place a rectangle on the page.
- **Patterns.** Select *Patterns* to choose the pattern for the rectangle. Using Patterns is explained under the Border option on page 11.
- **Escape.** Select *Escape* to return to the Page menu.

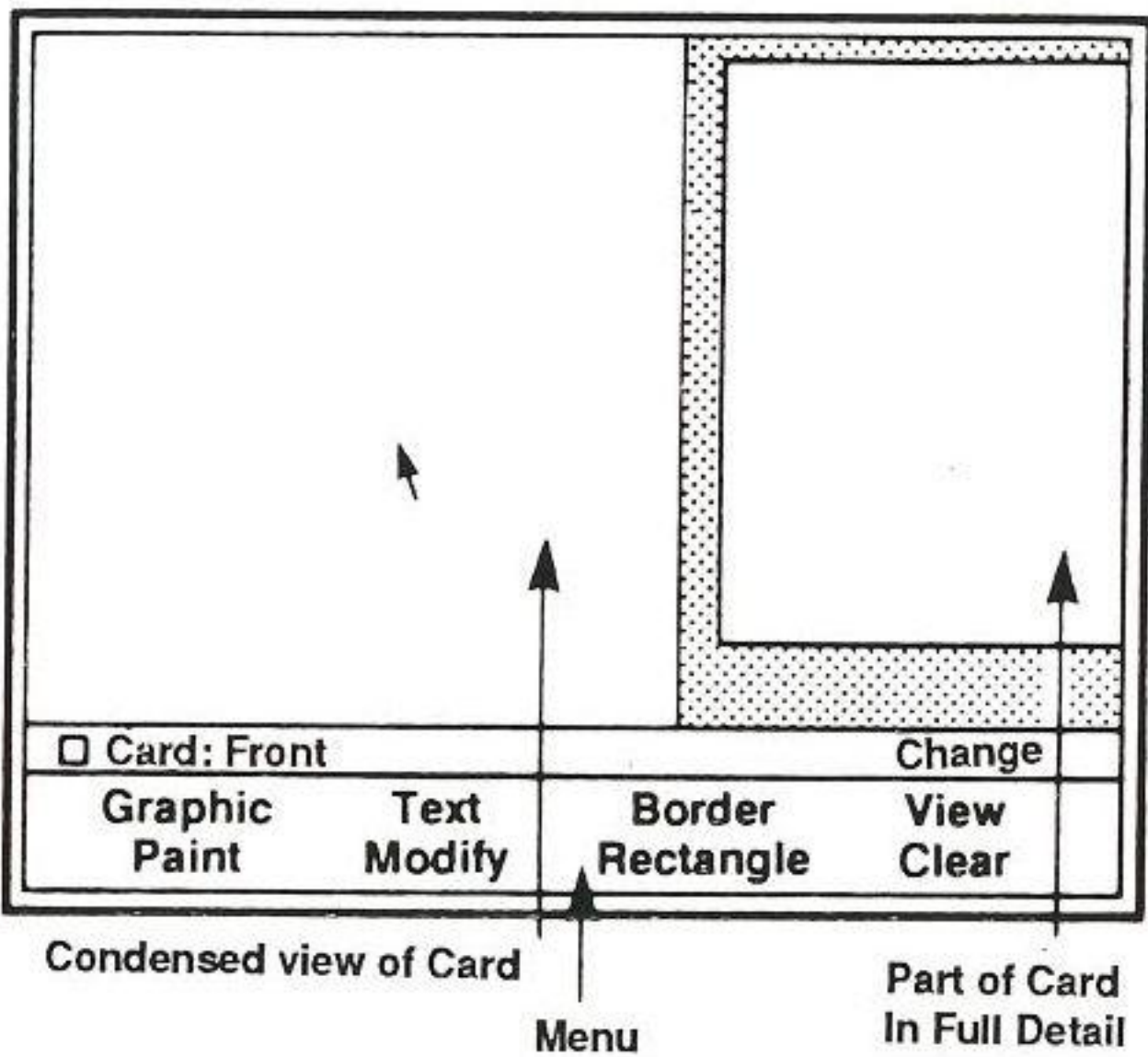
### Clear

Use Clear to erase the entire page from memory. **Note:** You can't use Undo to bring the contents of the page back once you've erased the page. Select *Clear* to display the *Clear page* dialog box. Select *Yes* to erase the entire page or *No* to return to the Page menu without erasing the page.

### Card Design



Select *Card Design* from the Main menu. The Card Design screen looks like this:



When you create a card, the page is divided into four parts — front, back, and the two inside pages of the card. When you print the card, the four parts are arranged as shown below so that they all appear right side up when you fold the card (to print a card, select Print card on the Print menu; see page 25).

The image on the screen represents not the entire card, but just one of its four sides. The word next to Card at the top of the Card menu lets you know which part of the card is currently represented — Front, Inside Left, Inside Right, or Back. To change the side of the card you're working on, use the Change function. (All of the other functions in Card Design work just as they do in Page Design.)

### Change

Use Change to display a different side of the card on the Card screen. Select *Change* to display the *Change to* dialog box. Select the side of the card you want to design.

As soon as you make a selection, the Change to dialog box disappears. The name of the side you've chosen appears next to Card at the top of the Card menu.

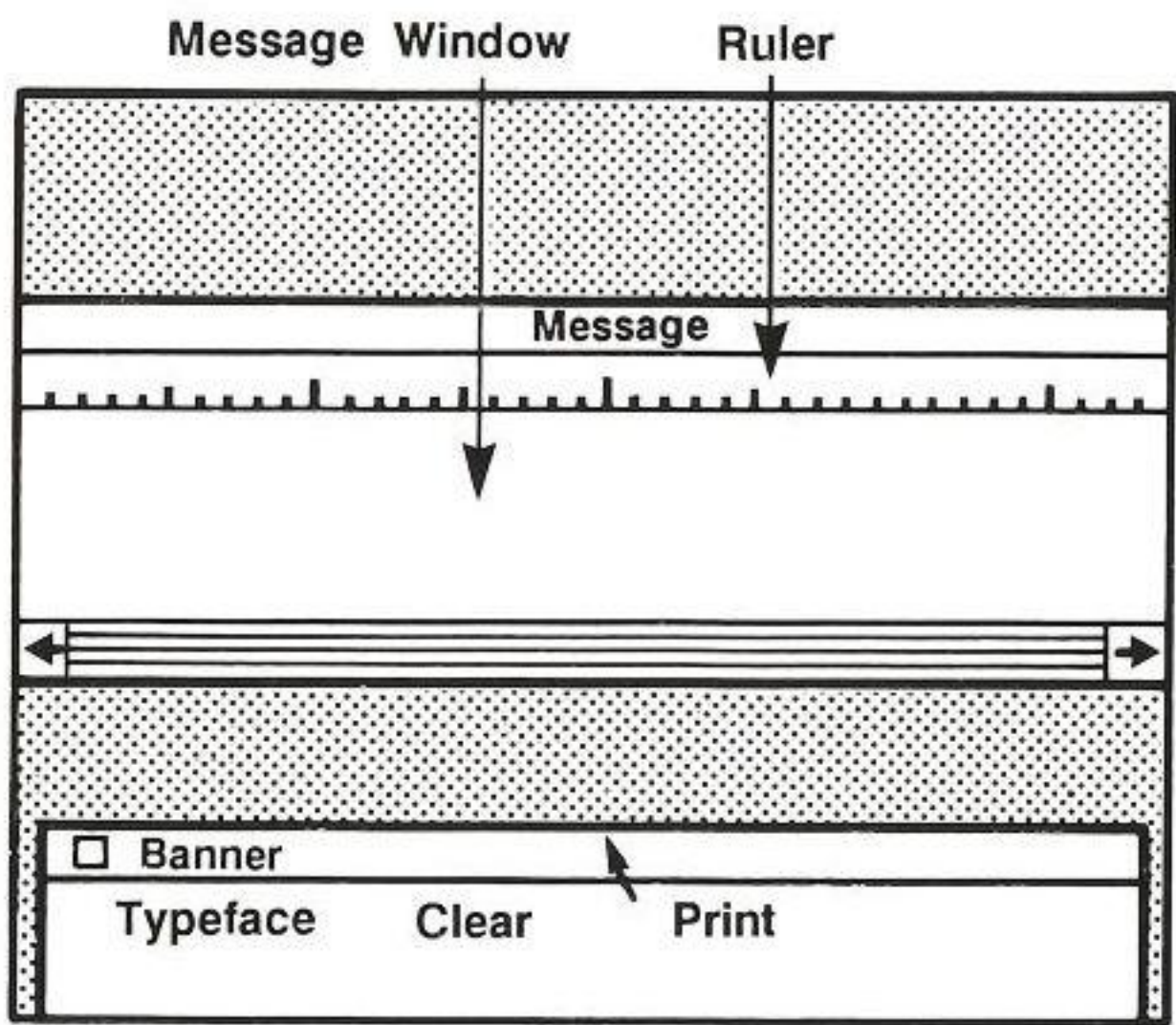
The rest of the features on the Card Design menu are identical to those features on the Page Design menu. For a detailed explanation, please refer to Page Designs beginning page 26.

### Banner Design



Select *Banner Design* from the Main menu. The Banner Design screen looks like this:

Before entering Banner Design for the first time, you should set up your printer and interface. See Configure on page 25.



**Note:** You have to use the Print function on the Banner menu to print the banner you've created before you return to the Main menu. You can't save a banner, and you can't use the Print functions on the Print menu to print it.



To create a banner, type the text you want to appear on the banner in the Message window.

If you’re using the keyboard, press delete to erase text. You can also select Clear from the menu (Clear is explained below).

If you’re using a mouse, reposition the text cursor after you’ve typed some text, by point and clicking the mouse button in the desired location. Then insert text by typing or erase text by pressing delete.

To display a different part of the banner in the Message window, move the arrow to the ruler (where it changes into the grabber), hold down the mouse button, and move the grabber to the right or left; then release the mouse button. You can also use the scroll box or the arrows on the scroll bar.

## The Banner Menu

Use the options on the Banner menu to select a typeface, to erase text, and to print the banner. Each of the options on the menu is explained below.

### Typeface

Use Typeface to load a typeface from side 2 of the Print Magic Graphics Disk. Select *Typeface* to display the *Load* dialog box. If you need help using the Load dialog box, see “Loading in Work” on page 6.

### Clear

Use Clear to erase all the text on the banner. Select *Clear* to display the *Clear* dialog box. Select *Yes* to erase the entire banner or *No* to return to the Banner Design screen without erasing the banner.

### Print

Select *Print* to print the banner you’ve created. The *Print Banner* dialog box works the same as the Print Page dialog box. See the explanation of Print page on page 25.

## GREETING CARD SAYINGS

### Halloween

No matter Witch way you look at it you’re something special. Happy Halloween!

Vishing you a verry scary Halloveen!

Your Horrorscope has forecast tricks and treats and thrills and chills! Have a Happy Halloween!

### Birthday

(outside)	Warning: This card has a G rating. It may contain sensitive material for adults...
(inside)	You’re 40!
(outside)	Remember on your birthday that you don’t get older. You get better...
(inside)	By now you’re pretty close to MARVELOUS! Happy Birthday!

### Thank you

(outside)	Thanks \$30,142
(inside)	That’s a million after taxes!

We hope this thank you will help to show how much we value your thoughtful gesture.

### Friendship

Whenever I feel down, the best thing I can do is change my gloomy thoughts to happy ones of you!

It would take at least 100,000,000,000 K of memory to explain why I like you.

To a superlative pal: You not only make the good times better, you’re the best friend ever!

### Weddings

(outside)	Love does not consist in gazing at each other but in looking outward together in the same direction.
(inside)	- Antoine de Saint Exupery Congratulations on your Union.
(outside)	May the spirit of love brighten your days together.
(inside)	Congratulations to you both.



Wedding Thank you

Thank you for the \_\_\_\_\_ and for celebrating with us on our special day.

Anniversary

(outside) Happiness is not a state to arrive at, but a manner of traveling. - Margaret Lee Runbeck  
(inside) Happy Anniversary to my travel partner.

Congratulations on \_\_\_\_\_ years together. May the next \_\_\_\_\_ be as wonderful.

Mother’s Day

(outside) When I was sick, you cared for me. When I was sad, you comforted me. When I was old enough to be on  
(inside) my own, you let me go...Thanks mom.  
I’ll pick up my Laundry on Tuesday.

Father’s Day

(outside) Dad, now that years have passed, we can laugh when we talk about that mysterious dent in the car, the  
(inside) broken window, the stain I put on your favorite sports jacket...  
Dad...you’re *supposed* to laugh on Fathers Day!

St. Patrick’s Day

Brannigan, Flannigan, Milligan, Gilligan, Duffy, McCuffy, Milocky, Malone, Rafferty, Lafferty, Donnelly, Connelly, and  
Dooly, O’Hooly, Muldowny, Mahone and me, O’ \_\_\_\_\_ wish you a very Happy Saint Patrick’s Day.

Independence Day

Here’s to Life, Liberty and the Pursuit of Happiness! Happy Independence Day!

An Independence Day Celeration! This Pursuit of Happiness starts at \_\_\_\_\_ o’clock. Feel Free to join us at our home:  
Address \_\_\_\_\_  
Drinks and hors d’oeuvres will be served liberally! (R.S.V.P.)

Valentines Day

How do I love thee!...let me calculate the ways...[(1 + 1) \*!>@%& x a zillion] = Love<sup>2</sup>

I LOVE YOU AND I DON’T CARE WHO KNOWS IT!  
I LOVE YOU, I LOVE YOU, I LOVE YOU!  
DID YOU HEAR THAT EVERYONE, I LOVE THIS PERSON!!!  
Happy Valentines Day to “X”, from “you-know-who”.



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## NOTES

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## NOTES



## Introducing

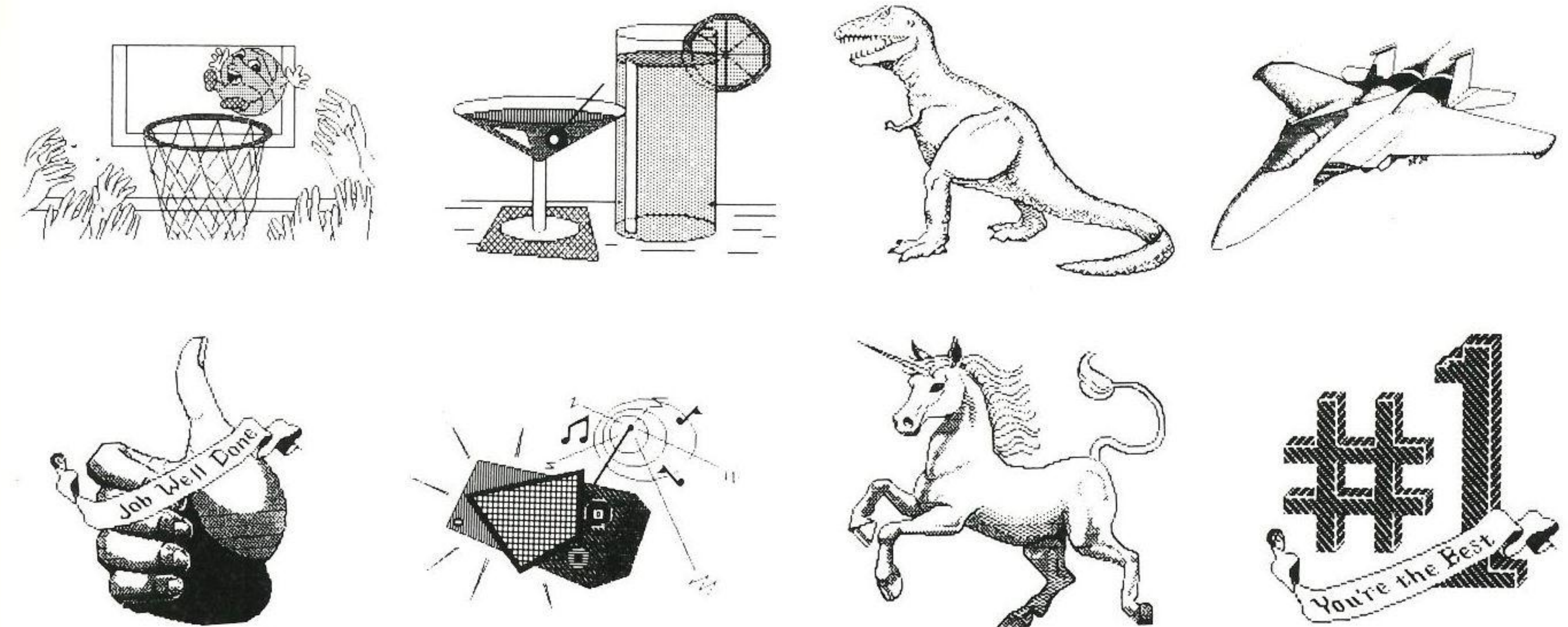
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Choose from an assortment of subjects:

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- Professions to Schools
- Signs to Symbols
- Everyday Items to Special Occasions
- Parties to Animals
- What's cooking in the kitchen to what's happening at the office!

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CUT ON THE DOTTED LINE  
PLEASE PRINT

Send to (Name) \_\_\_\_\_

Street Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Day Phone (In case we have any questions) (\_\_\_\_\_) \_\_\_\_\_

Send me \_\_\_\_\_ copy(ies) of the Print Magic Art Disk #1 for use on the Apple IIe/g/GS or compatible. I have included a check or money order for \$19.95 per art disk plus \$2.95 for shipping and handling. I will add 6.5% sales tax to my order if I am a California resident.

PMART1-628APP



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## Credits

Apple version programmed by Jimmy Huey of Designer Software, Anaheim, CA. Artwork by Sheryl Knowles, Steve Snyder, Phil Cassel, and Roseann Mitchell.





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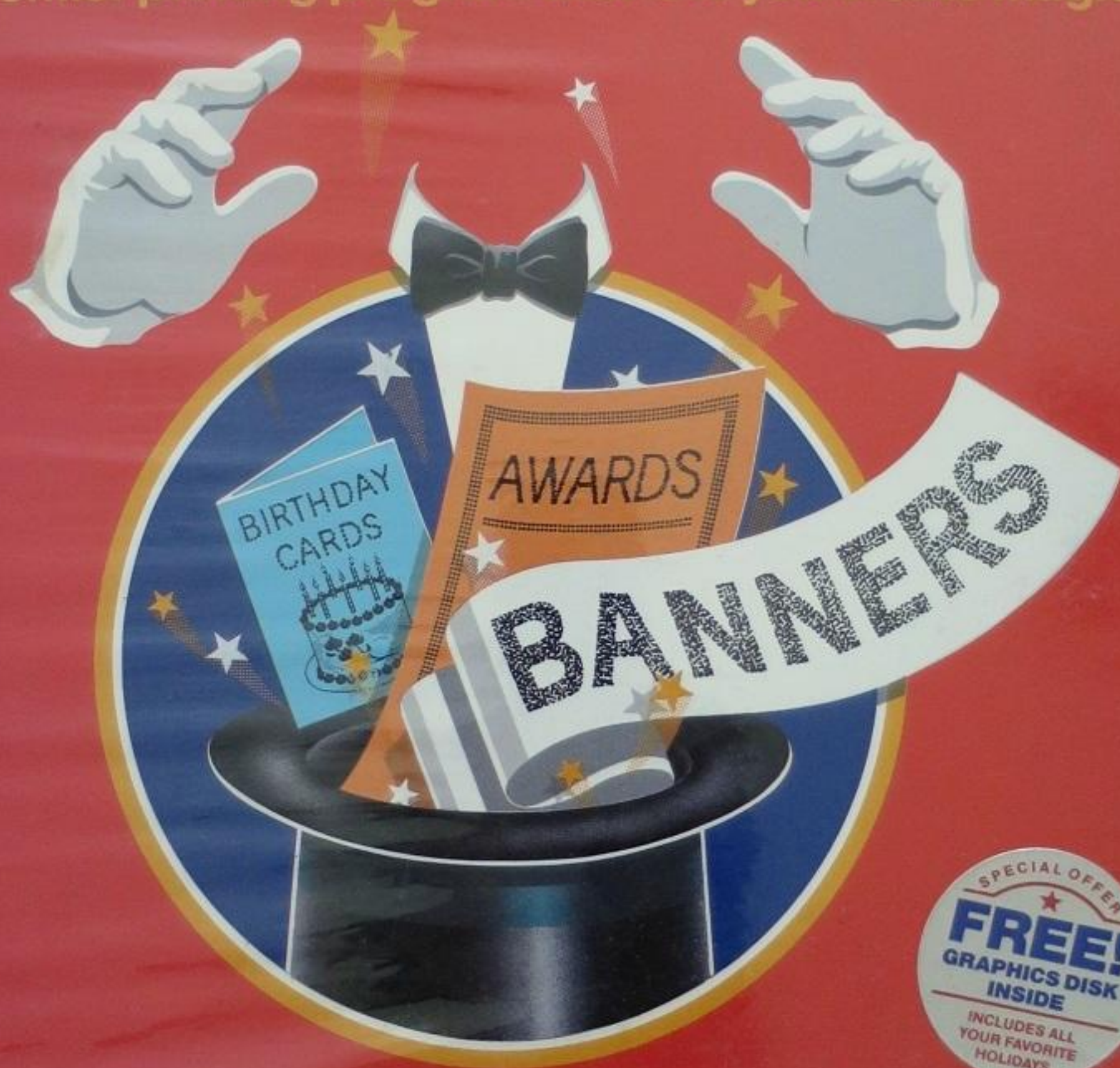


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## It's as versatile as your imagination. And just as easy to use.

Now you can create inspired cards, flyers, certificates, stationery and banners with virtually no restriction.

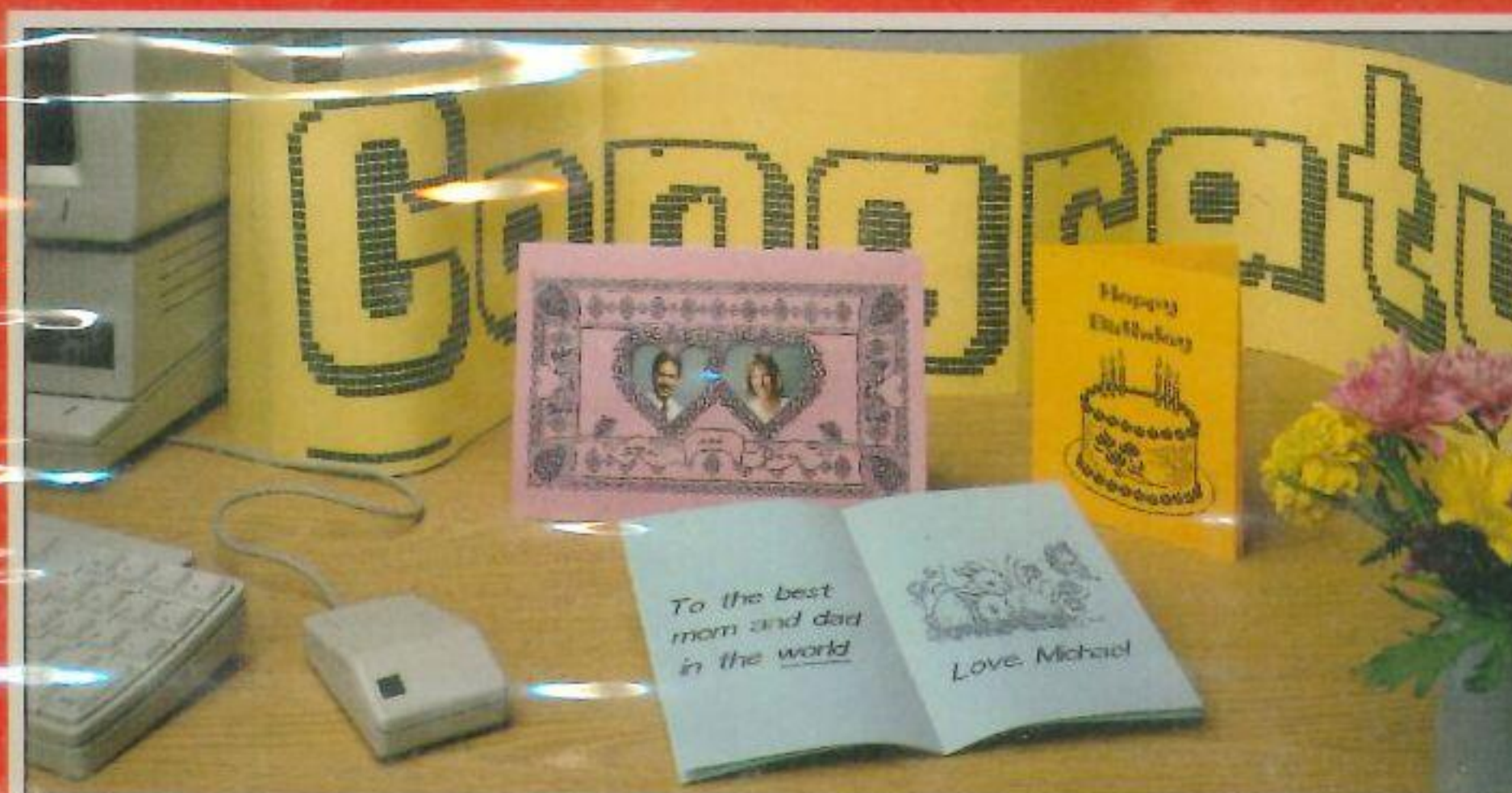
No other software of its type gives you as many choices as *Print Magic*.

It requires no special skills to use, yet *Print Magic* lets you put words and pictures in virtually any combination you like. This naturally means your communication is more expressive and more personalized.

Notes are more notable and memos more memorable when they're cleverly illustrated. And think of the potential it shows when homework looks as good as the textbook.

Pick your pictures and your typefaces. Then change them. Play with them. Put your graphics, words and borders anywhere on the page. Then flip them. Invert them. Or completely re-size them.

Unlike other programs that impose limitations on your personal creativity, *Print Magic* sets it free.



Put notes and pictures on all four sides of your cards. Make a wide card. Make your cards more truly "you."



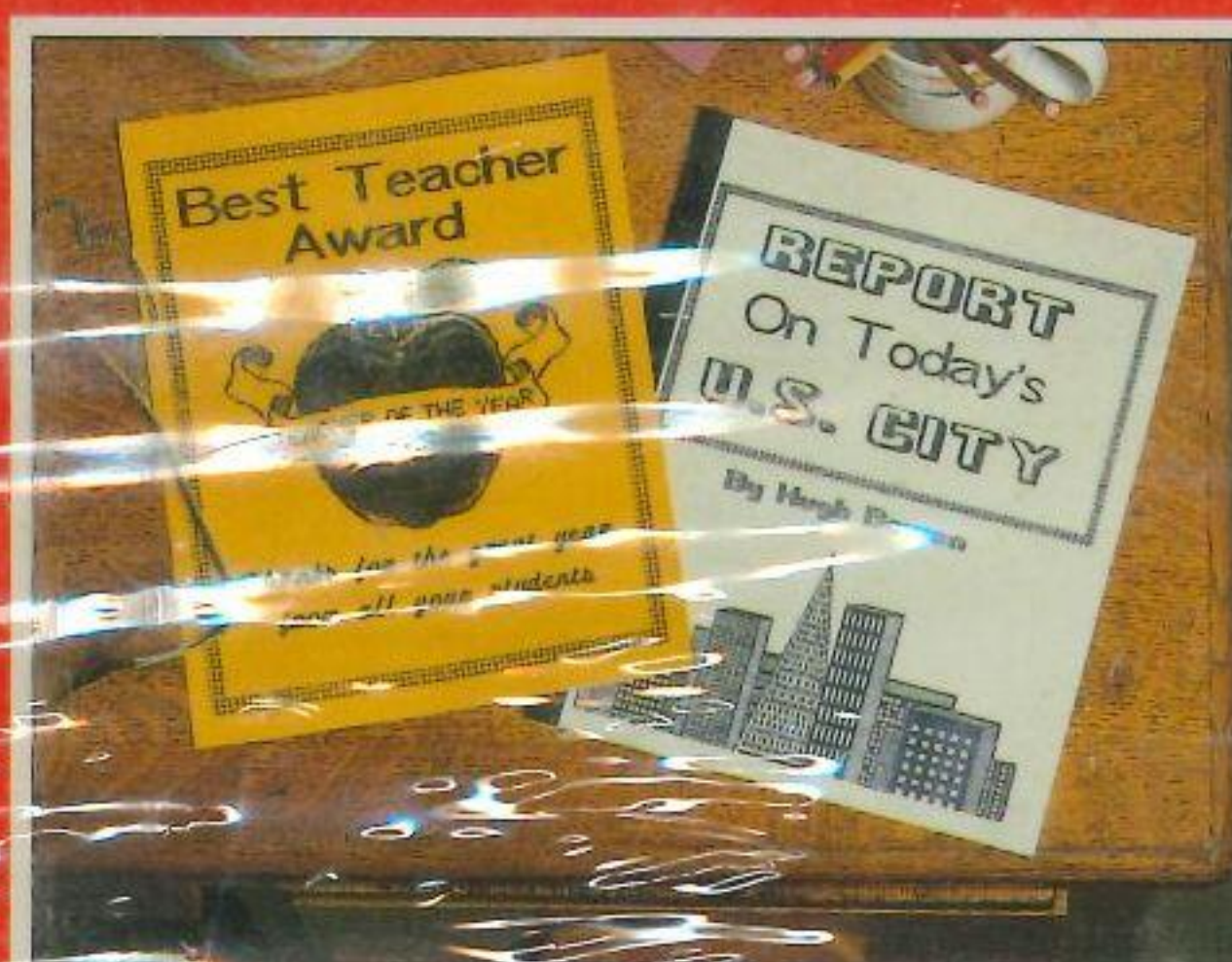
Put both a headline and small type on the same page. Put text anywhere you want on the page.

### IT'S OUR LOOKS THAT REALLY STAND OUT

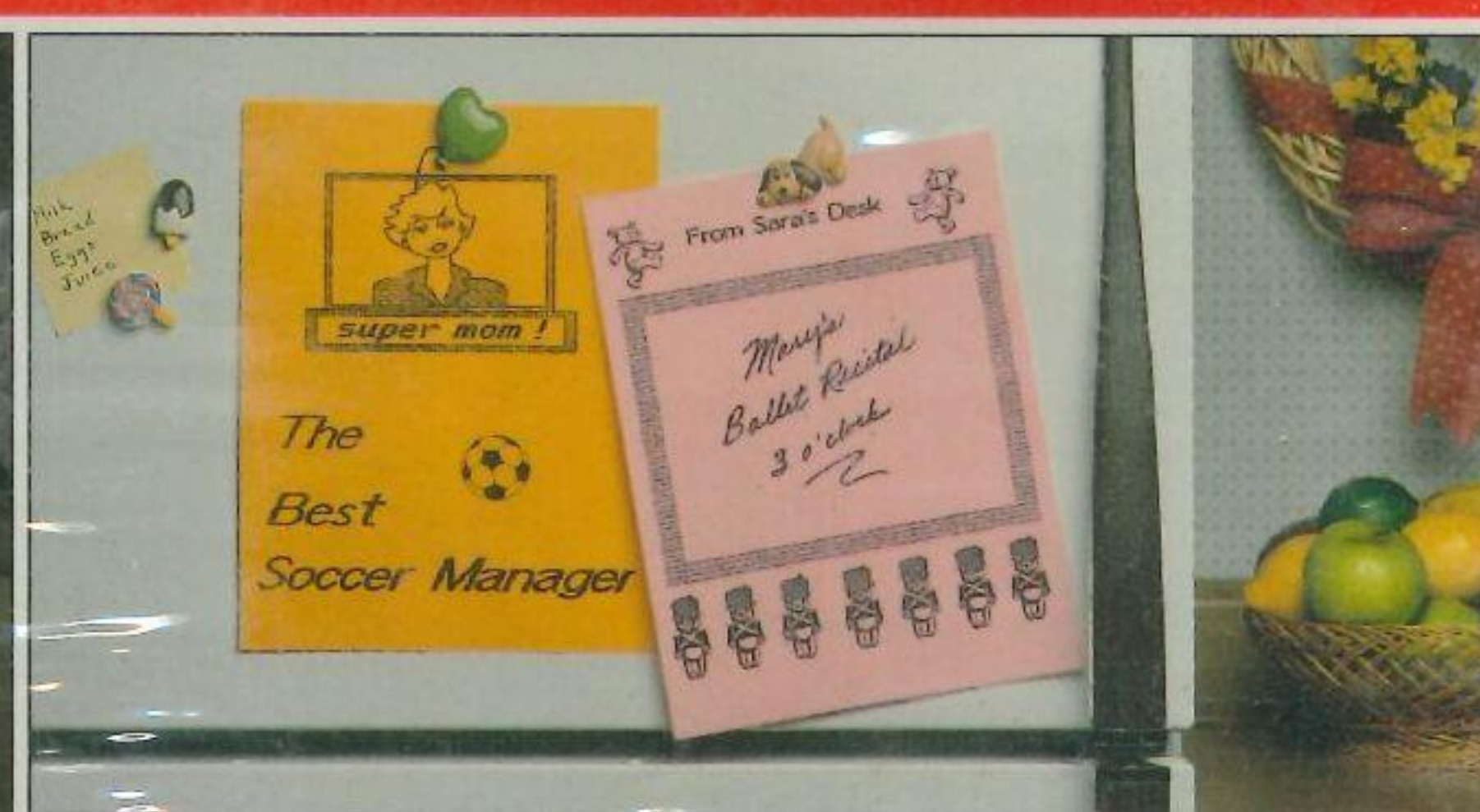


OURS

THEIRS



Put borders anywhere you want. It's easy to choose from nine different thicknesses.



Put as many graphics on the page as you want, anywhere you want. It's simple to re-size a graphic up to six times.

Even to the point that whatever you see on the screen is what you'll get on the page.

All this incredible simplicity and versatility really comes down to this. If you shop around and compare, feature to feature, you'll find that indeed *Print Magic* is nearly as powerful as its closest rival: your imagination.

- Create greeting cards, flyers, certificates, banners, notices, logos, invitations, student report covers, stationery, photo frames, and just about anything else that can be printed.

### YOU CONTROL THE PICTURE.

Take an existing image and completely modify it. Or create whatever you fancy, through the use of a complete drawing toolbox. An ingenious resource that includes 24 paint brushes, 5 pens, a variety of patterns, and automatically generated circles, ovals, boxes, rectangles and lines. All in various sizes and widths, all anywhere on the page.

Zoom in close to polish up the details, using your full complement of art tools. Then pull back to see the entire page layout displayed right on the screen.

### NO ARTIST SHOULD HAVE TO STRUGGLE.

*Print Magic* is one of the easiest programs you'll ever master, because the commands are just the way you'd expect them to be. So it's as though there's nothing standing between your imagination and the printed page.

### AN AMAZING BAG OF TRICKS.

- Put graphics, text and borders anywhere on the page. Re-size them automatically, easily.
- What you see on the screen is what you get when you print out.
- Includes a large collection of stunning, highly detailed graphics, typefaces and borders.
- Create your own graphic or change an existing graphic, using a complete drawing toolbox.
- Cut and paste graphics and text from one page into another page.
- Import art from the Graphics Scrapbook™ collection, from Print Shop™ and Newsroom™ compatible graphics disks, and from many popular paint programs.



**EPYX**® DESIGNER SERIES

# Print Magic™

Holiday Graphics Disk

for the Apple II®c, II®e, IIGS™ & Compatibles

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# Print Magic™

Program Disk

for the Apple II®c, II®e, IIGS™ & Compatibles

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